The Magazine for Kids

Disney Adventures

JANUARY 1992

MASTER JAMMER HAMMER & OTHER MUSIC WINNERS INSIDE

HOOKED ON PIRATES

THE TOP VIDEO GAMES

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Hello!

In our MUSIC SURVEY we asked who you would most like to see on our COVER. Just about ALL of you said HAMMER! HAMMER! HAMMER!

So it's probably no SURPRISE to find your TOP choice dancing with DARKWING DUCK™ on the cover of this SPECIAL MUSIC ISSUE. You may have HEARD that he's no longer calling himself "M.C. Hammer." It's just plain "HAMMER." He SAID it's because he's getting into all kinds of music, not just rap. And M.C. means "master of ceremonies," a title commonly used by RAPPERS. TUNE into the HAMMERMAN'S exclusive interview, then hip-hop over to our SPECIAL MUSIC SECTION. And while you're singing and dancing, don't forget to Adventure On!

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PASSPORT

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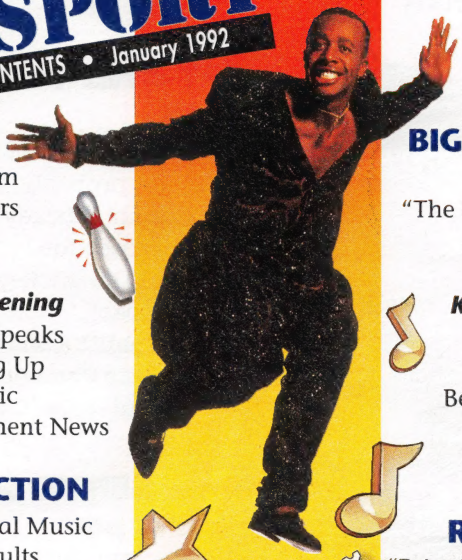

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A CAT-AND-MOUSE GAME

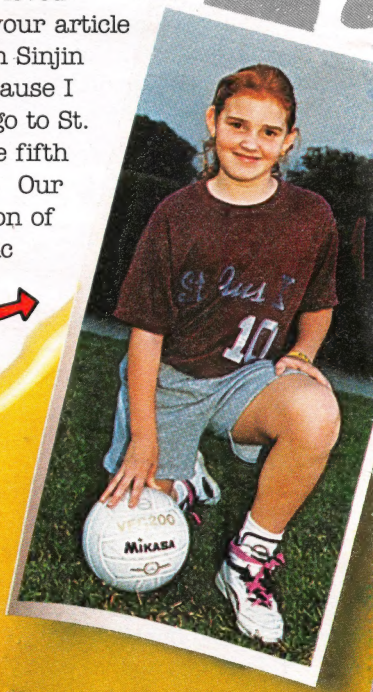
Here's a picture of our cat, Egon. We probably should have named him "Mickey Jr." He is all white except for his black ears, tail and the Mickey Mouse head on his back.

Samantha Shaughnessy, 6
Alexa Shaughnessy, 4
Louisville, Colorado

SERVE'S UP

I loved your article on Sinjin Smith because I love volleyball. I go to St. Pius X and was on the fifth grade volleyball team. Our team was the champion of the fifth grade Catholic school league.

Kelly Conner, 12
Mobile, Alabama



SLIME TIME

In the September issue you asked which slime was slimier—ooze from *Teenage Mutant Ninja Turtles II: The Secret of the Ooze* or the kind in *Ghostbusters*? I'd rather be slimed by the Ghostbusters' slime because you can wash ectoplasm off. The ooze from TMNT II might turn me into a monster!

Michelle A. Johnson, 7
Kennesaw, Georgia

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From: Patrick

HOME A-LONELY

Your magazine is soooo awesome! I really liked the article on Macaulay Culkin! I like this girl a lot but I don't know if she likes me. So I'm going to take Mac's advice and write her a letter. Thanks, Mac!

Patrick McGinnis, 11
Jeannette,
Pennsylvania

PHOTOGRAPHY: E.K. WALLER

Poetry

A ROYAL MESS

If your room is your castle
And cleaning it's a hassle,
With trash from ceiling to floor,
Just keep out the nosey
Until things get more rosy
And then call them back for more!

Rosemary Dickinson, 12
Ava, Missouri

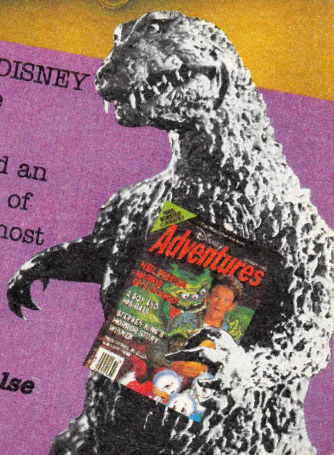
Dear Rosemary,
Your poem's really great
'Cause you know we all hate
Cleaning our offices, too.
But after we do it
(And gripe our way through it)
We get to ADVENTURE with you!

WE GOOFED — OOPS! — ADVENTURES

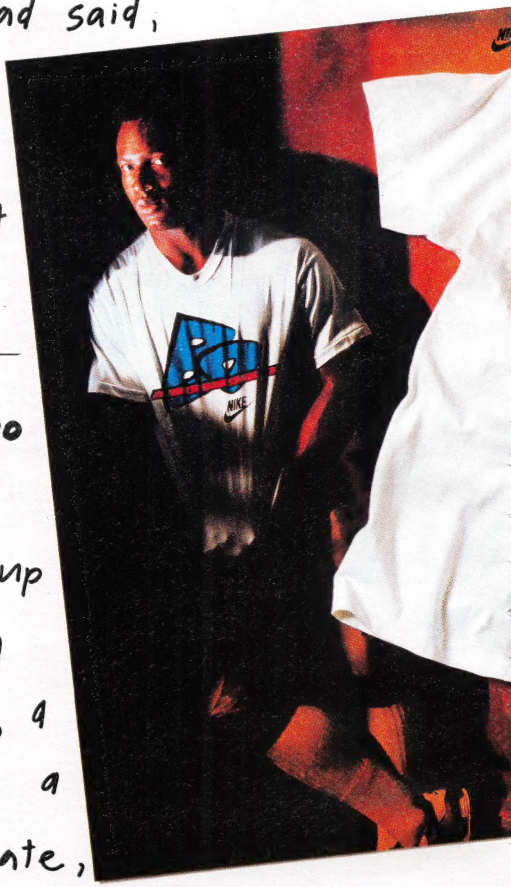
We read the October issue of DISNEY ADVENTURES and enjoyed the sections on baseball cards and monsters. However, we noticed an error in the monsters section. Your photo of Godzilla is really Gorgo, a monster who almost destroyed London.

Jason Speigal, 12 and Melissa Spiegal, 8
Toms River, New Jersey

Thanks, Jason and Melissa and everyone else who pointed out our monstrous mistake.



One day I was **real sad** and my dad said, "Hey, here's $17 bucks. Spend it all in one place."



So I joined **Club Bo** and pretty soon all this stuff showed up in the mail, like a **Bo Jackson T-shirt**, a gnarly newsletter, a membership certificate, and a **poster of Bo** to go on my mirror!

After I joined **Club Bo** things were

completely different! At school they voted me **Most Cool** and Most Likely to Marry **Miss Mississippi!**

Today I'm the **Ambassador to Hawaii!** I fly my own helicopter!! Yesterday I bought **Italy!!** And a football team! Thank you **Bo!**

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RO3DAO192

HAMMER Master

He grew up in a place where drug dealers and murders were more common than ice cream vendors and street games. But Stanley Burrell (known to you as Hammer) always heard music. His feet moved to fancy dance steps. And he daydreamed about becoming a baseball superstar.

Well, he isn't a baseball player, but he *is* a superstar. Hammer is living his dream. And he's so busy, he can't always find time to sleep! DISNEY ADVENTURES hung out with Hammer when he had a few minutes between shooting his newest video, "Too Legit To Quit," and a scheduled 20-minute nap. Before Hammer shut his eyes, here's what we talked about....

ILLUSTRATION: MARC BROWN

MER

Jammer

Even though your childhood was tough, you still seem so positive....

A: The positive example came from my mother. She worked very hard at raising and providing for us. So I didn't want to do anything that would hurt her.

You must have gotten into *some* trouble.

A: Sure. I went through the ups and downs of what was normal for my neighborhood. And the list is long! (laughs) Except for maybe selling a couple of football tickets for a few more bucks than they were worth, my record is pretty clear.

With that background, was it hard getting used to your success?

A: It's tough at times. But you'll never hear me complain. Believe me, there's a whole lot of things tougher! I'm very happy and pleased with my success. And I love the fans. Maybe one day I'll write a book about it.

What have you learned about yourself by becoming a star?

A: That I really love people. I mean, I do need my private times, whenever I can get some. But I love people communicating, living together, getting past racism and prejudice. Success can drive you to the point where you want to be part of changing the world. I feel like standing up for people to live together in harmony. My new album deals with that particular subject a lot.

What do you tell kids who want to be rappers?

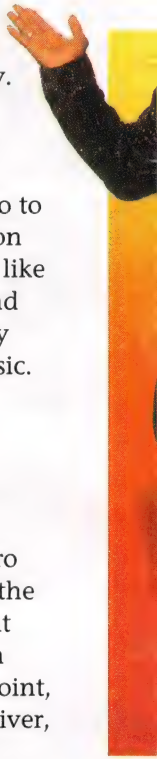
A: Get as much of an education as possible. And especially, stay in English class, because it expands your vocabulary a lot and you can write nice rhymes.

Do you get nervous about performing?

A: I don't get scared, ever. I get fired up, though—"Oh, boy, let me give it to 'em now!" The adrenaline really flows.

How do you keep in shape?

A: Before a show I lift light weights and do a lot of sit-ups. But my normal workouts include three miles of running, two hours of weightlifting and maybe an hour and a half of dancing a day. I used to dance seven and eight hours a day.



What do you do to relax?

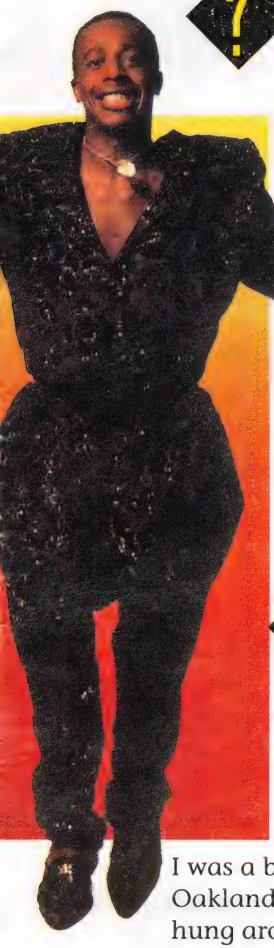
A: I watch videos, go to the movies, listen to music on different electronic gadgets, like the new DAT machines. And ride down the freeway in my convertible, listening to music.

What are your dreams for the future?

A: Believe it or not, I am currently training to play pro football! I want to play for the Los Angeles Raiders in about six or seven years. I'll be an older guy entering at that point, but I want to play wide receiver, because I never drop a ball. And I need to show people this. Imagine me catching a touchdown—"Go, Hammer, Go!"

Where did you get the name Hammer?

A: A ballplayer gave me that nickname. He said I had a striking resemblance to Hammerin' Hank Aaron, and he started calling me the "Little Hammer." It stuck.



What does Hammer mean to you now?

A: A guy who dances very hard. I think it represents dancing, fun and excitement. And, I hope, a very caring person.

Did you have heroes when you were a kid?

A: Yes, professional athletes. I was a batboy for the Oakland A's and I hung around some of the players you can see on my new video, like Reggie Jackson. And [Rickey] Henderson and I grew up together.

I had musical heroes at the same time. I was a big James Brown fan—he was probably my biggest influence. And when Michael Jackson came along, I was a big fan of his. And now I'll gladly take his glove. (laughs) But that's another subject.

OK, so what's this about you and Michael having a dance standoff?

A: Well, I'm an athlete and I've played sports all my life. I like competition. And I believe Michael Jackson thinks in his heart that he's the top dancer. So I say, while we're both at the top of our game, let's go to stadiums together for the concerts of a lifetime: Michael Jackson versus Hammer. And the question is: Who's Bad?!

Michael would do his whole show and I would do my whole show and we'd let the people decide who they enjoyed the most. The bottom line is, people will have a great time. Wouldn't you like to see that? It would be great! So the challenge is on. I'm waiting for a response.

What do you mean by "Too Legit To Quit"?

A: That we can't quit trying to live together on this earth. We can't quit trying to save the environment. We can't quit trying to make it. That the whole world is "too legit—to quit!"

—Mark Rowland

DRUMMING AT THE EDGE OF MAGIC

The Grateful Dead's Mickey Hart tells you how to keep a beat—and make your own drum while you're at it!

No doubt about it. Mickey Hart has one of the coolest jobs in the world. For 25 years, Mickey has made his living as a drummer for the legendary rock and roll band, the Grateful Dead. But drumming is more than just an exciting job: For Mickey Hart, drumming is magic.

As the lights went down, everybody held their breath. Then the drum spoke.

"If there was a parade when I was a kid," Mickey says, "I'd always be as close to the drums as I could get, running alongside block after block.

"My secret practice spot was the closet," he remembers. "Where's Mickey?" the family would ask. The answer was always the same: "In the closet with that drum pad!"

Unlike most famous drummers, Mickey was not content with merely knowing how to play drums. He began studying drum history and collecting drums from all over the world. To his surprise, he learned that drumming was usually used by tribal *shaman* (sorcerers) as part of their healing and magic ceremonies.

One day Mickey realized he'd been a drummer all his life and yet he'd never actually *built* a drum. This realization came right about the time that a friend, who

There are more kinds of percussion instruments than you can shake a drumstick at. Some instruments shown here are a Tibetan handbell and singing bowls, a conch shell, rain sticks, slit gongs, an African thumb piano, kokiriko and gourd rattles—not to mention a few drums.

DRUMSTICKS PHOTOS: E.K. WALLER PROPPING: VALERIE VANDELL

was running a summer camp for underprivileged kids, called and asked Mickey if he'd teach the kids about drumming.

Mickey packed up his drum collection and headed for Camp Winnarainbow. "I didn't want to bore these kids with music lessons," he says. "I wanted to take these street kids and tune them into *the groove.*"

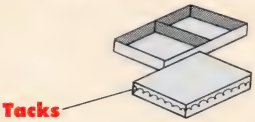
On the first day, he gathered the kids in an old barn at the camp and let them each choose an instrument. He demonstrated some simple rhythms, then told the kids to relax and play. He told them to let the instruments take them where they wanted to go.

MAKE YOUR OWN

FRAME DRUM

MATERIALS:

- **Wood** (4 equal-length pieces, 1" x 2", or 1" x 3", plus small dowel of same length)
- **Skin** (Try a tannery, a leather-craft shop or shoemaker.)
- **Nails and upholstery tacks**



1. Hammer together a squarish frame (1½ inches smaller on all sides than your piece of leather). The dowel is for added support and should be 1 inch below the tip of the frame.

2. Soak leather in water, then tack it across the frame, stretching it as tightly as you can.

OPTIONAL: Add bottle-cap jangles, loosely strung on wire, to the drum's rim.

3. Let dry. Decorate. Then get in the groove!

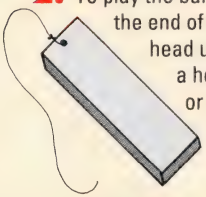
BULLROARER

MATERIALS:

- **A flat ruler-like piece of wood** (1 or 1½ feet)
- **2-3 feet of string** (Nylon fishing line is great.)

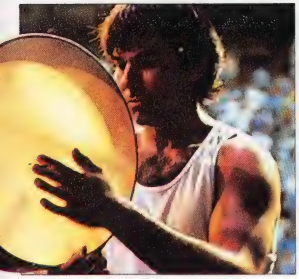
1. Drill hole through end of wood, then tie string through hole. Decorate wood with paint, colored pens or carved notches.

2. To play the bullroarer, swing it at the end of the string over your head until it spins, making a howling, humming or roaring sound.



After about 20 minutes of messing around, the kids found the groove. And they all knew it. It was plain in their faces as they began playing louder and harder. The grooving lasted about an hour. "When it was all over, the kids started laughing and clapping," says Mickey. "They knew that out of their own shared energy, they had created something that had a force of its own."

Next Mickey decided that they would make a drum together. He had found an old book on the making of an Ojibwa Native American dance drum. The first step read: "Obtain hide of two-year-old steer." So Mickey took the kids to a local slaughterhouse, and they brought back a 60-pound hunk of steer hide. For nearly a week, Mickey helped the kids scrape, soak and stretch the hide. For the drum body, they used half



Mickey Hart plays a Tar drum.

of a wine barrel to which they added a decorated cloth "skirt." ("The Ojibwa dress their drums," says Mickey.)

Finally, for the last night of camp, a special ceremony was planned at which the drum would first be played. "The risk in making a drum," Mickey explains, "is that even though you follow directions exactly, you can still end up with an instrument that sounds like a boot scuffing."

As the lights went down in the camp, everybody held their breath. "Then the drum spoke," Mickey says. The strong tenor sound filled the amphitheater "with a slow, pulsing, booming beat." The beat was soon joined by a thunderous orchestra of rattles and hoop drums as the drummakers celebrated the birth of their drum.

Mickey says he occasionally sees some of those camp kids. "We usually nod or give each other the high five, rarely stopping to talk. To have built a drum together is probably to be bonded for life; but then to have *ridden* that drum together—there are no words for that."

—*Celeste Fremon*

For further reading, try Drumming at the Edge of Magic *or* Planet Drum, *both by Mickey Hart (Harper San Francisco).*

DRUMSPEAK

Here are some words to know next time you hang out with professional drummers.

ENTRAINMENT: If two clocks are put next to each other, they will begin to tick at the same time. If two people are drumming near each other, they will begin to drum on the same beat.

THE GROOVE: When musicians talk about their rhythms entraining, they call it "getting into *the groove.*"

RIDDEN: In tribes, drums are often used to help the shaman or sorcerers enter a magical trance. It is said that their souls *ride* their drumbeats up to the spirit world.

RESONATOR: This increases sound by making it echo over and over again.

Above: The drum before it was "dressed" with a skirt made from cloth and decorated with symbols representing each of the camp's tepees. Left: The finished drum made by Mickey Hart and the kids from Camp Winnarainbow.

word up on the street

PAULA ABDUL

FIREHOUSE

307

Michael Foster and Bill Leverty of White Heat joined forces with rivals Perry Richardson and C.J. Snare of Max Warrior to form the hard-rock quartet that would soon be called Firehouse. In 1990 inspired by Jon Bon Jovi's support and encouragement, Firehouse released a self-titled debut LP which climbed the charts, propelled by the hit singles "Don't Treat Me Bad" and "Love Of A Lifetime."

1992

ProSet SUPER STARS MusiCards

EXTREME

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RALPH TRESVANT

Singer/songwriter Ralph Tresvan... much of the past decade with the s... singing group New Edition along wi... Brown, Johnny Gill and the trio Bell ... DeVoe. In 1990 he made #1 on the R&B charts as a solo act with the release of his album *Ralph Tresvant*, which included the singles "Sensitivity" and "Do What I Gotta Do."

MADONNA

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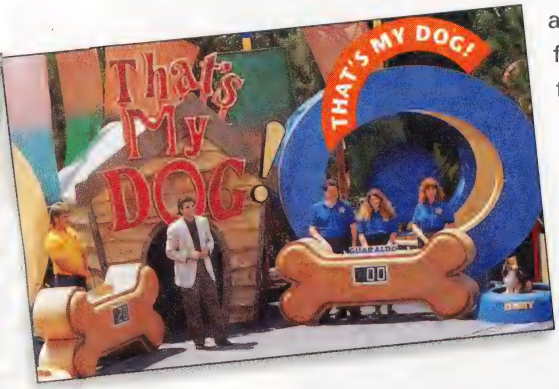
TICKET
YOUR ENTERTAINMENT GUIDE

Too young to take the "**Jeopardy**" challenge? Well, there are two game shows just for kids. "**Where in the World Is Carmen Sandiego?**" (yes, it is based on the video game) lets eight-to-13-year-old kids chase Carmen around the world as she and her gang of thieves steal international treasures, such as the Mona Lisa and Abe Lincoln's nose (from Mount Rushmore). Contestants answer questions about geography, trying to capture Carmen. Greg Lee, the show's host, told us that the show's producers visit schools and give geography tests to kids. Kids who do well on the test can be on the show. For more information, write to: Trish Meyer, WGBH, 125 Western Avenue, Boston, MA 02134. . . .

If your dog knows any stupid pet tricks, then you could be on "**That's My Dog!**", a game show for dogs and their human friends. Dogs run through mazes, trying to avoid pitfalls like the doggie snacking stop, which adds seconds to their time. They also run obstacle courses and perform tricks that their owners have taught them. Winning dogs are awarded prizes for their families, and for themselves they get—you guessed it—a year's supply of dog food! For more information, send a postcard with your name, address and telephone number to: That's My Dog!, 1000 Centerville Turnpike, Virginia Beach, VA 23463.



MOVIES

■ We've just seen ***Beauty and the Beast***, the new animated film that's now in theaters, and we dug up a few interesting facts. Did you know...

• The movie's songs were written by the same guys who wrote the music for ***The Little Mermaid***?

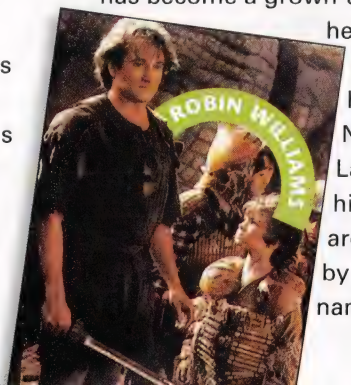
• There are more than a *million* drawings used in the film?

• The story is based on a fairy tale that dates from 1550? (It may sound somewhat familiar if you ever watched the old TV show, also called "Beauty and the Beast.")

• Belle, the movie's heroine, is the only person in the movie who's dressed in blue? (That's to show that she doesn't fit in with the rest of the villagers.)

• The animator who created the Beast used a lion's mane, a buffalo's beard and head, a wild boar's tusk and nose, a gorilla's brow, a wolf's legs and tail, and a bear's body? The result: an animal like nothing you've ever seen! ■ You saw him in ***Only the Lonely***. You saw him in ***Home Alone***. Nope, we're not talking about **Macaulay Culkin**! We're talking about his little brother **Kieran,** whose new film is ***Father of the Bride***.

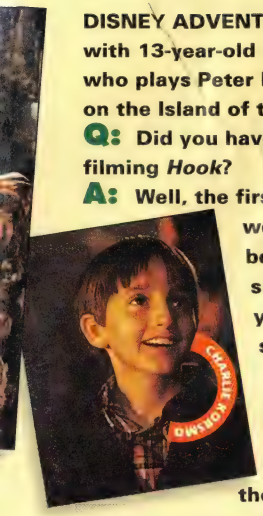
■ "I'll never grow up, never grow up," Peter Pan said. But in **Steven Spielberg**'s ***Hook***, Peter (played by **Robin Williams**) has become a grown-up—and he doesn't remember his days in Never-Never Land. Then his children are kidnapped by someone named "JAS.



DISNEY ADVENTURES caught up with 13-year-old Charlie Korsmo, who plays Peter Pan's son Jack, on the Island of the Lost Boys.

Q: Did you have a lot of fun filming *Hook*?

A: Well, the first three months were the best because I wasn't sick of being there yet. Filming took seven months, and it got longggg! Robin Williams gave me a computer, though, so when I wasn't on the set, I was playing computer games.



Q: How did you get started in your acting career?

A: When I was about nine, we went on a family vacation to Los Angeles. We watched a taping of "Punky Brewster," and I turned to my mom and said "I can do that." So, when we got back home, we called talent agencies until we found the one that we liked best.

Q: What's your all-time favorite sport?

A: Tennis is my favorite sport to play, but not to watch. I love to watch basketball, but since I'm about one-and-a-half feet shorter than the average player, that lets me out of serious slam-dunk competitions.

Q: What do you eat for breakfast?

A: Usually a bowl of Cocoa Pebbles. My mom's not the type to get up and fix us breakfast.

Stardate December 1991: In the upcoming ***Star Trek VI,*** Captain Kirk and his crew try to make peace with the Klingons. And Mr. Spock falls in love with fellow Vulcan, Lieutenant Valeris. Could this be the FINAL voyage?

VIDEO

Here are some great picks for holiday home viewing:

The Simpsons Christmas Special—The half-hour Christmas show that introduced Bart Simpson to America.

A Christmas Story—A funny movie, set in the 1940s, about a boy who desperately wants a Red Ryder BB gun for Christmas.

National Lampoon's Christmas Vacation—At home for the holidays with the accident-prone Griswold family.

Prancer—A young girl and her adventures with a magical reindeer.

Disney Adventures and ProSet Superstars MusiCards

FIRST ANNUAL MUSIC SURVEY

Winners

Here they are—your choice of the hottest groups and singers in the country. Thanks for sending in your votes. Now take a look at who won.

★ **FAVORITE MALE SINGER, BEST DANCER AND COOLEST DRESSER:**

Hammer

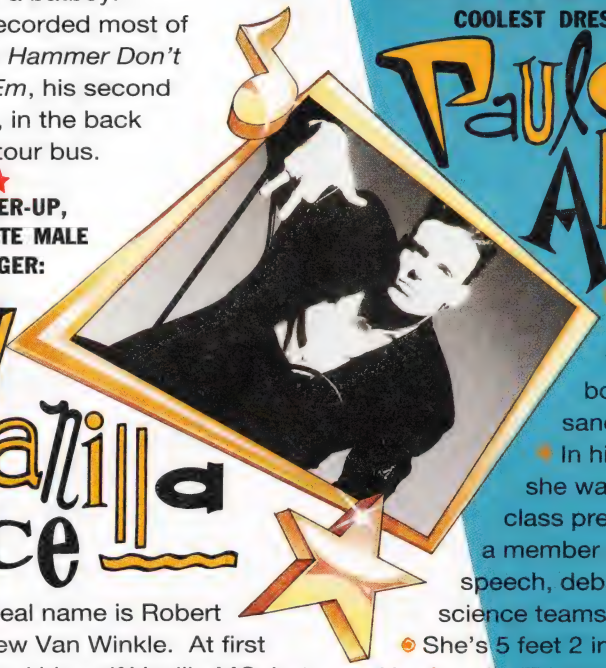
- He has seven brothers and sisters.
- He has a hot tub in his office.
- He was discovered doing James Brown imitations in the parking lot during an Oakland A's game. The team's owner invited him to watch the game from the

owner's box and then hired him as a batboy.

He recorded most of *Please Hammer Don't Hurt 'Em*, his second album, in the back of his tour bus.

RUNNER-UP, FAVORITE MALE SINGER:

Vanilla Ice



His real name is Robert Matthew Van Winkle. At first he called himself Vanilla MC, but then he changed to Vanilla Ice because he was smooth as ice when he performed.

He actually shaves the lines into his head himself. When he gets tired of doing his hair, he does his left eyebrow.

He loves to play Nintendo, especially a game called Technobowl.

He's a junk food junkie: His favorite food is pizza; his favorite drink, Snapple Iced Tea.

He was born on Halloween and still dresses up every year on his birthday.

FAVORITE FEMALE SINGER, AND RUNNER-UP FOR BEST DANCER AND COOLEST DRESSER:

Paula Abdul

As a kid, her favorite food was bologna sandwiches.

In high school, she was senior class president and a member of the speech, debate and science teams.

She's 5 feet 2 inches tall.

Her favorite TV show is "The Wonder Years."

She broke four pairs of shoes dancing on the huge piano keys in her Diet Coke commercial.

Her favorite video (other than her own) is Bobby Brown's "Every Little Step."

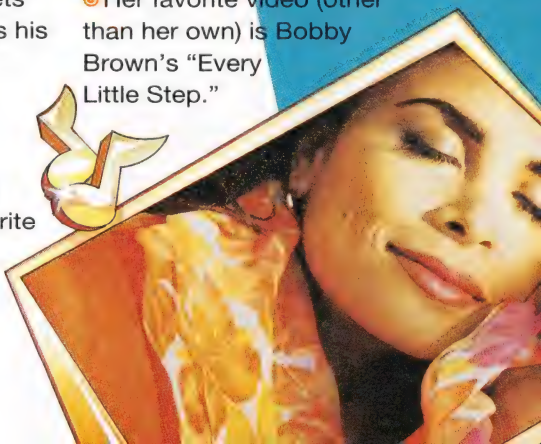
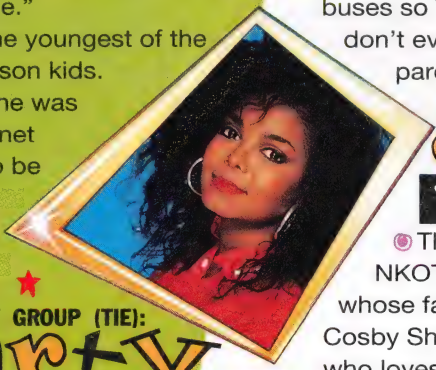


ILLUSTRATION: PETER PALOMBI

RUNNER-UP, FAVORITE FEMALE SINGER: Janet Jackson

- She's appeared on the TV shows "Good Times," "Diff'rent Strokes," "A New Kind of Family" and "Fame."
- She's the youngest of the nine Jackson kids.
- When she was seven, Janet wanted to be a horse-racing jockey.



FAVORITE GROUP (TIE): The Party

- The members of The Party are: Albert Fields, who studied with the Chicago City Ballet; Deedee Magno, whose secret wish is to tour with NKOTB so she can meet Jordan Knight; Chase Hampton, who traces his roots to the Cherokee Native Americans; Damon Pampolina, who loves Italian food; and Tiffini Hale, who takes very deep breaths before she sings to keep from getting nervous.
- When on tour, they travel in two buses, one for the girls and one for the boys.
- Their parents travel with them, but sit apart from them on the buses so The Party members don't even feel that their parents are there.

New Kids on the Block

- The members of NKOTB are: Danny Wood, whose favorite TV show is "The Cosby Show"; Jordan Knight, who loves to eat bacon double cheeseburgers and Gummi Bears; Donnie Wahlberg, who has eight brothers and sisters, including rapper Markie Mark; Jonathan Knight, who loves water sports, especially swimming and scuba diving; and Joe McIntyre, whose nickname is "Joe Bird."
- They first appeared as contestants on "Star Search."
- They get 30,000 fan letters a week—and their moms run their fan club.

Nelson

FAVORITE GUITAR PLAYER:
Eric Clapton

- He was nicknamed "Slowhand" because he used to play his guitar really fast. Go figure.
- His all-time favorite record is Prince's *Purple Rain.*
- He wrote music for several movies, including *Back to the Future*, both *Lethal Weapon* movies and *The Color of Money*.

RUNNERS-UP, FAVORITE GUITAR PLAYER (TIE):
Eddie Van Halen

- Eddie Van Halen and the band played on Michael Jackson's best-selling album, *Thriller*.
- Eddie and Alex Van Halen were born in the Netherlands and originally trained as concert pianists.

- It took seven years for Gunnar and Matthew to grow their hair to their waists.
- Even though they are identical twins, Gunnar is left-handed while Matthew is a righty.
- They wrote their first song before they were 10 years old.

FAVORITE RECORD/TAPE/CD:
Please Hammer Don't Hurt 'Em
RUNNER-UP:
The Party

FAVORITE SONG:
"U Can't Touch This," by M.C. Hammer
RUNNER-UP:
"Rush, Rush," by Paula Abdul

FAVORITE MUSIC VIDEO:
"Rush, Rush," by Paula Abdul
RUNNER-UP:
"Opposites Attract," by Paula Abdul

FAVORITE TYPE OF MUSIC: Rap
RUNNER-UP: Rock

WHO ELSE IS HOT

Not every musician makes the cover of *Rolling Stone*. But we found a few who may be well on their way....

Martika

FROM: Los Angeles, CA
CURRENT LP: *Martika's Kitchen*
HOT SONGS: "Martika's Kitchen" from *Martika's Kitchen*, "Toy Soldiers" from *Martika*
THE DIRT: On her new album, Martika cowrote three songs with Prince and cowrote and coproduced one song with C&C Music Factory. Prince also wrote her title track, "Martika's Kitchen."
MARTIKA SAYS: "In this record, my soul came out for the first time."

D.J. Jazzy Jeff & the Fresh Prince

a.k.a. Jeff Townes and Will Smith
FROM: Philadelphia, PA
CURRENT LP: *Homebase*
HOT SONGS: "Parents Just Don't Understand" from *He's the D.J., I'm the Rapper*, "Ring My Bell" from *Homebase*
THE DIRT: Jazzy Jeff was spinning records at parties at age 10 and Will Smith started rapping at age 13. They met at a party in 1986 and are the first rap group to win a Grammy.
JEFF SAYS: "We want to make you feel good whether you know it or not."

R.E.M.

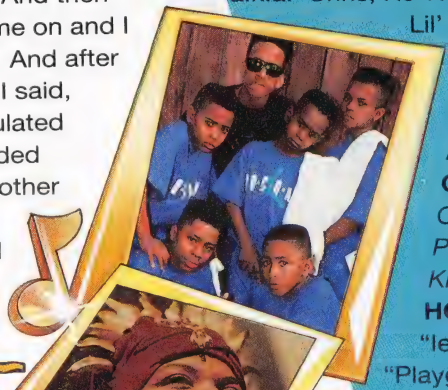
a.k.a. Michael Stipe, Mike Mills, Peter Buck, Bill Berry
FROM: Athens, GA
CURRENT LP: *Out of Time*
HOT SONGS: "Fall on Me" from *Life's Rich Pageant*, "The One I Love" from *Document*, "Losing My Religion" from *Out of Time*
THE DIRT: Lots of people think R.E.M. has only been around a few years, but they released their first single, "Radio Free Europe," about 10 years ago.
MICHAEL (STIPE) SAYS: "When I was 16, I had a horrible break-up [of a] relationship. I was driving around listening to the

radio. [The song playing] was a love song and it was tragic and I said, 'That's me.' And then the next song came on and I said, 'That's me.' And after about a half hour I said, 'I'm being manipulated here.' And I decided I'd never write another love song. But I did. This record [*Out of Time*] is love songs."

Queen Latifah

FROM: East Orange, NJ
CURRENT LP: *Nature of a Sista'*
HOT SONG: "Come Into My House" from *All Hail the Queen*
THE DIRT: She was born Dana Owens, but a cousin nicknamed her Latifah, which means "delicate and sensitive" in Arabic. When Latifah started rapping in high school, she added "Queen," she says, "not to denote rank, but to acknowledge that all black people come from a long line of kings and queens that they've never really known about."
THE QUEEN SAYS: "Rap moves millions of kids and parents, too. I think people who have open minds are the people I'm responsible to."

Another Bad Creation (A.B.C.)



a.k.a. Chris, Ro-Ro, Marc, Red, Lil' Dave, and General "G.A." Austin
FROM: Atlanta, GA
CURRENT LP: *Coolin' at the Playground Ya' Know!*
HOT SONGS: "Iesha" and "Playground" from *Coolin' at the Playground Ya' Know!*
THE DIRT: These guys learn songs one verse at a time, and are they fast...they learned and recorded "Iesha" in only three days.
CHRIS SAYS: "When we make appearances at record stores outside of Atlanta [their hometown], girls scream. It's a trip."

Boyz II Men

a.k.a. Wanya Morris, Michael McCary, Shawn Stockman, and Nathan Morris
FROM: Philadelphia, PA
CURRENT LP: *Cooleyhighharmony*

HOT SONGS: "Motownphilly" and "It's Hard to Say Goodbye to Yesterday" from *Cooleyhighharmony*
THE DIRT: These guys formed a band when they were at the Philadelphia's High School of Creative and Performing Arts. They used to sing in the bathroom. Then, they snuck backstage at a New Edition concert and sang *a cappella* (without music) for Michael Bivins. He signed them right up.
WANYA SAYS: "Our look [button-down shirts and loafers] is preppy but hip."

Deee-Lite

a.k.a. Dmitry, Lady Miss Kier, and Towa Towa
FROM: Soviet Union, United States and Japan
CURRENT LP: *World Clique*
HOT SONG: "Groove is in the Heart" from *World Clique*
THE DIRT: Lady Miss Kier was a clothing designer before she and Dmitry got together. Towa Towa heard them, joined the band and they have been together ever since.
DMITRY SAYS: "It was our destiny to find each other."

C&C Music Factory

a.k.a. Freedom Williams, Zelma Davis, Robert Clivilles and David Cole
FROM: New York, NY
CURRENT LP: *Gonna Make You Sweat*
HOT SONG: "Here We Go (Let's Rock and Roll)" from *Gonna Make You Sweat*
THE DIRT: Zelma Davis used to have a squeaky voice. Then one night she dreamed that she could sing really loudly. She woke up with a cold, and when she was cured—she had a really loud voice.
DAVID SAYS: "We've been... cooking all the musical ingredients...to put together what we hope is a feast for the ears."

Mariah Carey

FROM: New York, NY
CURRENT LP: *Emotions*
HOT SONG: "Emotions" from *Emotions*
THE DIRT: Mariah doesn't like to perform in front of people because she is really shy.
MARIAH SAYS: "My mom always used to take me to hang out with her friends when I was really young...so I've always been like a grown-up."

ON THE edge

4 Fun

They look like NKOTB. They sound like Bell Biv Devoe. And they call themselves **4 Fun**. These four guys from Boston have put out their first album, ***Unbelievable Fun Boys***, which was produced by New Edition's Ralph Tresvant.

Shanice Wilson

Shanice Wilson got her first recording contract when she was 11 years old (she's now 18). Her album, ***Inner Child***, covers "everything from pop to R&B to dance and hip-hop." Besides singing, Shanice also writes her own songs.

Riff

If you want to tune into the pop group **Riff**, just rent the movie *Lean On Me*. These five guys updated their school song and the movie's producers liked it so much that they wrote the group into the movie. You can hear another Riff rap on the TMNT soundtrack. Or check out their latest album, ***Riff***.

Twenty-three-year-old **Russ Irwin** got his big break when the head of SBK Records heard his contemporary rock demo tape. He liked it so much that he pointed to the piano in his office and said, "Play." No problem for Russ, who can play the piano *and* the drums—and writes songs on top of that. His first album is called ***Russ Irwin***.

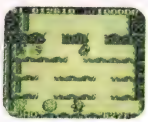
—Amy Cohen and Karen Stillman

Russ Irwin

Snowing the enemy is a real ball.

When the ice men surround you, it's time to do some major snow rolling.

He's purple and spits time bombs. Better bury him in snow before they blow.



On the Game Boy, you'll have to do your best upward somersault to beat the ice devils.

Meet the Snow Brothers. In their cool new game, you have to hit a bunch of slippery bad guys with giant crusher snowballs. And bury them deep in the stuff, so they won't melt down. It'll take your best throws to deep freeze the evil king. Free the princess. And win the biggest snowball fight ever. But it's an avalanche of fun.

CAPCOM USA

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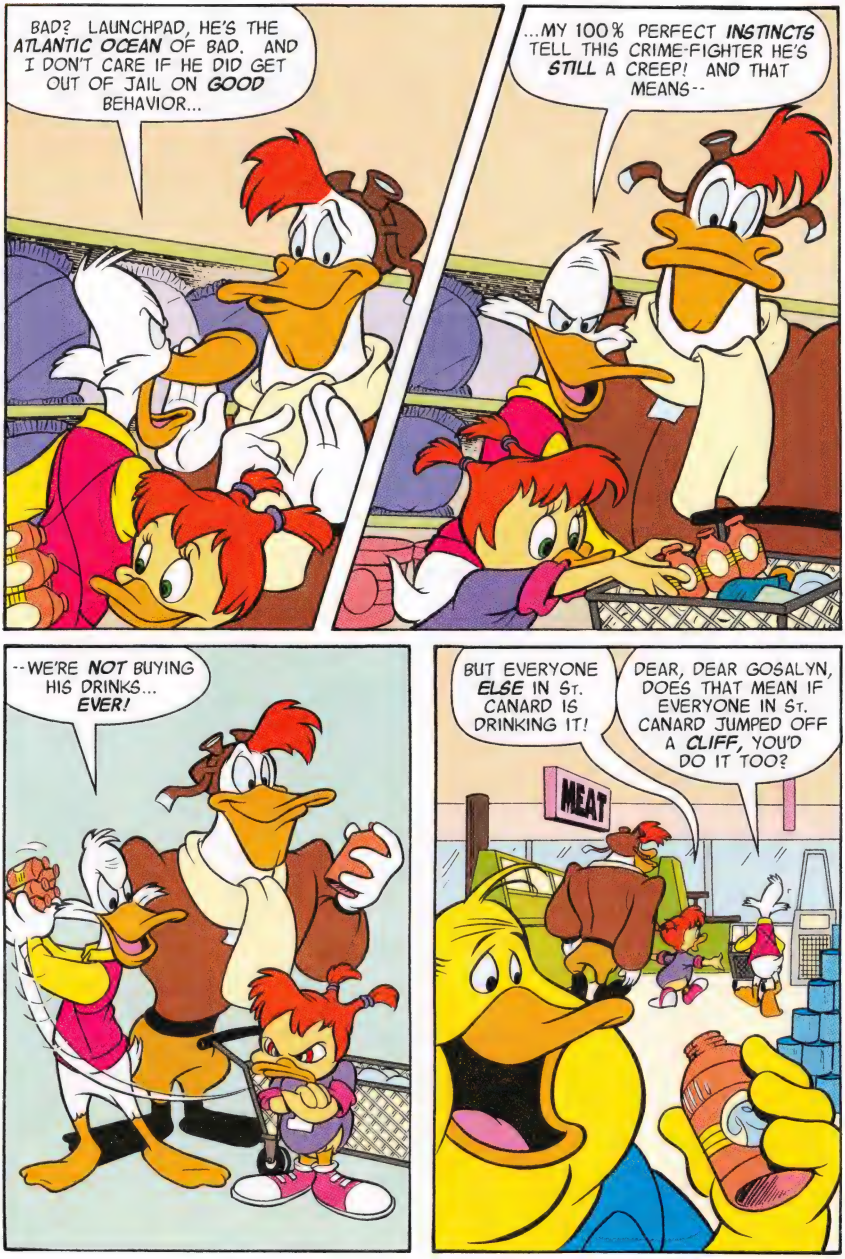
LIQUID DIET

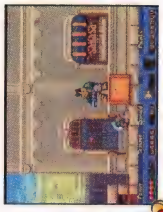
DARKWING DUCK
GOOD GULP! MY OLD NEMESIS, THE LIQUIDATOR, IS BACK IN THE BEVERAGE BIZ?
GEE, D.W., I THOUGHT THE LIQUIDATOR WAS SUPPOSED TO BE A BAD GUY!
GOSH, DAD--YOU MEAN YOU HAVEN'T HEARD OF "THIRST-BURSTER?" IT'S ONLY THE COOLEST DRINK TO COME OUT THIS PAST WEEK!
EVERYONE KNOWS THAT!
THIRST-BURSTER
KJZ 036-1

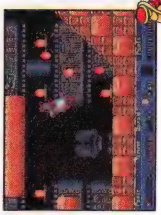
WRITER: BRIAN SWENLIN & KEVIN CAMPBELL PENCILS: CHRIS ALLAN INKS: STEVE STEERE LETTERING: DAVID CODY WEISS COLORING: VALERIE DAL CHELLE

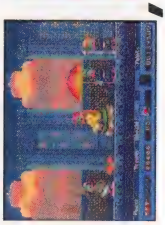

BAD? LAUNCHPAD, HE'S THE ATLANTIC OCEAN OF BAD. AND I DON'T CARE IF HE DID GET OUT OF JAIL ON GOOD BEHAVIOR...
...MY 100% PERFECT INSTINCTS TELL THIS CRIME-FIGHTER HE'S STILL A CREEP! AND THAT MEANS--
--WE'RE NOT BUYING HIS DRINKS... EVER!
BUT EVERYONE ELSE IN ST. CANARD IS DRINKING IT!
DEAR, DEAR GOSALYN, DOES THAT MEAN IF EVERYONE IN ST. CANARD JUMPED OFF A CLIFF, YOU'D DO IT TOO?
MEAT

SURE! IF IT LOOKED LIKE FUN...
SHEESH!
LATER, AT THE MALLARD HOME...
NOT AGAIN!
THAT STUPID DRINK IS EVERYWHERE! THIS IS THE FIFTH TIME WE'VE SEEN THIS AD TONIGHT!
WHEN YOU THINK YOU CAN'T GET ANY THIRSTIER--WHEN YOUR THIRST CAN'T GET ANY WORSTIER--
--TRY LIQUIDATOR BRAND "THIRST-BURSTER"
THERE'S NOTHING ILLEGAL ABOUT HAVING A POPULAR DRINK. MAYBE HE HAS GONE STRAIGHT.
HA! HIM GO STRAIGHT? UH-UH-- NO WAY! FORGET IT! NOT THE LIQUIDATOR!

Start game. In QUACK SHOT STARRING DONALD DUCK, our new Disney game, searches for lost treasure. His journey takes him to places like







, etc. Where he battles

etc. If he can get through all that (good luck), the is all his. Game over.

SEGA
GENESIS

Now with over 150 games.

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trademarks of Sega of America, Inc. Quack Shot
starring Donald Duck © The Walt Disney Co.
® 1991 Sega of America, 130 Shoreline Drive,
Redwood City, CA 94065.

THE SEGA "GENESIS"

TREASURE HUNT

Legend has it that a great reward may be given to the one who solves the map. Help Donald and Mickey solve the wandering puzzle and You may be the lucky winner!

HOW TO PLAY:

Each question relates to a picture on the map! Next to each picture on the map is a pair of mouse ears. Start a line from the mouse ears next to the visual answer for question 1 to the mouse ears next to the answer for question 2 and so on. Continue this until you have connected 13 mouse ears. You must answer the questions in order. There are more mouse ears than questions, so think carefully! All those who trace the correct path are eligible for the Grand Prize!

If the questions seem tough, don't worry! You can solve the riddles as you play ***Castle of Illusion*** *starring Mickey Mouse* and ***Quackshot*** *starring Donald Duck* on your Sega Genesis System. If you don't have a Genesis, visit your favorite video game store-- look for the answers on the back of those boxes! And don't forget to look at the pictures!

QUESTIONS:

1. As the spider spins, Mickey rides to safety on these lofty items.
2. In the desert, Donald has to avoid these "prickly" creatures.
3. The castle is dark, but Donald can't "count" on this guy for help.
4. To "unlock" the great Incan treasure, Donald must first find this item.
5. In Toyland, these "rolling" dangers are Mickey's greatest threat.
6. Return to #2's answer!
7. Mickey can save Minnie by finding these "sparkling" beauties.
8. This is one ship that Donald doesn't want to board.
9. This plumbing tool lets Donald reach great heights.
10. In the land of ancients, Donald finds these "slithery guysss not ssso charming."
11. Return to #7's answer!
12. Mickey is just a fly to this "gigantic" danger. Mark it with a big X.
13. Return to the answer to question #1 to find out what's hidden within the map.

©The Walt Disney Co.

HOW TO ENTER:

Once you've completed the mysterious journey, complete the information below. Please print your name, address, phone number and age clearly.

Name:_____

Street_____

City:_____ **State:**_____ **Zip:**_____

Telephone ( )_____ **Age:**_____

Fold up the map, slip it in an envelope and send it off to:

SEGA™ GENESIS™ Treasure Hunt
P.O. Box 1235
Seaford, NY 11783

Entries must be received by April 30, 1992. Only one entry per person please. The drawing will be conducted on or about May 15, and winners will be notified on or about May 31, 1992. Please do not contact Sega directly for a list of winners. For alternate means of entry, see official rules. No purchase necessary.

Look for these GAME GEAR™ video games at your favorite video game store-

*The **Lucky Dime Caper** starring Donald Duck*
(Available in December 1991)
and ***Castle of Illusion** starring Mickey Mouse*

WIN

Help Donald & Mickey find fortune in the:

SEGA™ GENESIS™ TREASURE HUNT

(FROM A DRAWING OF ALL ENTRIES WITH THE CORRECT ANSWER)

THE GRAND PRIZE:

Explore the Walt Disney World Resort with a friend!

- Win a five-day, 4 night trip for two to the Walt Disney World Resort!
- Get a five-day pass and explore the wonders of the Magic Kingdom Park, Epcot Center, the Disney-MGM Studios ThemePark, Typhoon Lagoon, Discovery Island, and River Country.
- Receive $500 spending money.
- Stay at Disney's Yacht and Beach Club Resorts.

OTHER PRIZES: FROM A DRAWING OF **ALL** ENTRIES SUBMITTED

5 FIRST PRIZES:

Sega™ Game Gear™

Win a Game Gear, Sega's hot new color portable video game system, and the two popular hit games, ***Columns***™ and ***Castle of Illusion** starring Mickey Mouse*!

100 SECOND PRIZES:

Donald Duck or Mickey Mouse Watch!

500 THIRD PRIZES:

Issue of Disney Adventures Magazine!

RULES AND REGULATIONS

No Purchase Necessary.

1. To Play: Each question relates to a picture on the treasure map. Next to each picture on the map is a pair of mouse ears. Start a line from the mouse ears next to the answer for question 1 to the mouse ears next to the answer for question 2 and so on. Continue this until you have connected 13 mouse ears. You must answer the questions in order. There are more mouse ears than questions. Trace the correct path and end on the correct answer to be eligible for the Grand Prize. Correct answers are necessary to win Grand Prize, but not necessary to win First, Second or Third Prizes. Uncover the correct answers as you play the ***Castle of Illusion** starring Mickey Mouse* and ***Quackshot** starring Donald Duck* on the 16 Bit Sega Genesis System. If you don't have a Sega Genesis, see back of these game boxes at your local video games store for answers.

2. To enter the sweepstakes, send your completed treasure map including name, address, city, state, zip code, phone number and age to: Sega Genesis Treasure Hunt Sweepstakes, P.O. Box 1235, Seaford, New York 11783. Only one entry per person. Entries must be received by April 30, 1992. No liability is assumed for lost, late, misdirected or illegible mail.

3. If you would like to enter but do not have a treasure map, write to Sega Genesis Treasure Map, c/o Little & King Co., Inc. 140 Broadway, Amityville, New York 11701, no later than April 15, 1992.

4. Random drawings, will be conducted on or about May 15, 1992 by Little & King Company, Inc., an independent judging organization whose decisions are final. Grand Prize drawing will be conducted from all correct entries received. Drawing for First, Second and Third Prizes will be conducted from among all qualified entries received. Grand Prize winner not eligible for drawing for other prizes. Odds of winning Grand Prize are based on correct entries received. Odds of winning First, Second and Third prizes are based on number of qualified entries received.

5. Prizes: (1) Grand Prize - Trip for 2 to the Walt Disney World Resort in Florida. Includes Roundtrip Coach Air, (Monday-Friday travel only) 1 Hotel Room at Disney's Yacht and Beach Club Resorts, 5 days/ 4 nights, 5 day pass to the Magic Kingdom Park, Epcot Center, the Disney-MGM Studios Theme Park, Typhoon Lagoon, Discovery Island, and River Country and $500 spending money. Approximate Retail Value: $3534.00 Trip must be taken by May 31, 1993. (5) First Prizes: Sega Game Gear with ***Castle of Illusion** starring Mickey Mouse* and ***Columns*** Video Game. Approximate Retail Value $190.00 each. (100) Second Prizes: Donald Duck or Mickey Mouse Watch. Approximate Retail Value: $19.95 each. (500) Third Prizes: Free copy of Disney Adventures magazine. Approximate Retail Value: $1.95 each.

6. Winners will be notified by mail, and Grand Prize Winner will be required to sign an affidavit of eligibility and release within 14 days of the date of the notification or prize will be forfeited and an alternate winner will be selected at random. Prizes are non-transferrable and substitutions or cash equivalents are not allowed, other than may be necessary due to unavailability. In the event that the Grand Prize winner is a minor, the prize will be awarded in the name of the parent or legal guardian, who must also accompany the child on the trip. Winner and guest traveling with the Grand Prize Winner agree to the use of their names and likeness for publicity and advertising purposes without additional compensation upon acceptance of prize. Only one prize per family or household. All prizes will be awarded.

7. The sweepstakes is open to all residents of the continental U.S., excluding its territories and overseas military installations. Employees and their families of Sega of America, Walt Disney Computer Software Inc., Little & King Co., Inc. their affiliates, subsidiaries, advertising, production, promotion and fulfillment agencies and the families of each are not eligible.. Void where prohibited or restricted by law or taxed. All Federal, State and local laws and regulations apply.

8. For a list of winners send a stamped, self-addressed, legal size envelope to Sega Winner's List, c/o Little & King Co., Inc., 140 Broadway, Amityville, NY 11701. Request must be received by June 15, 1992. Please do not call Sega for a list of winners.

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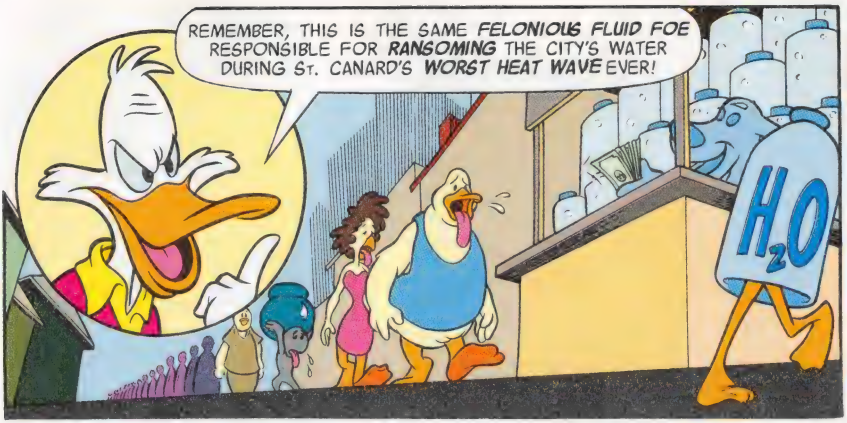
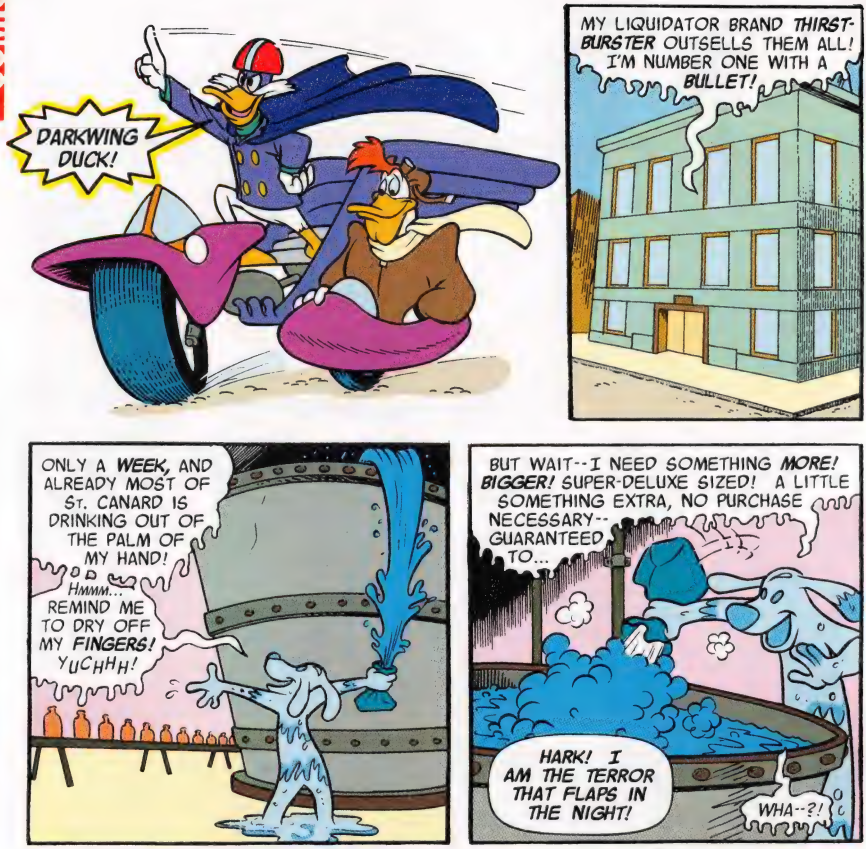
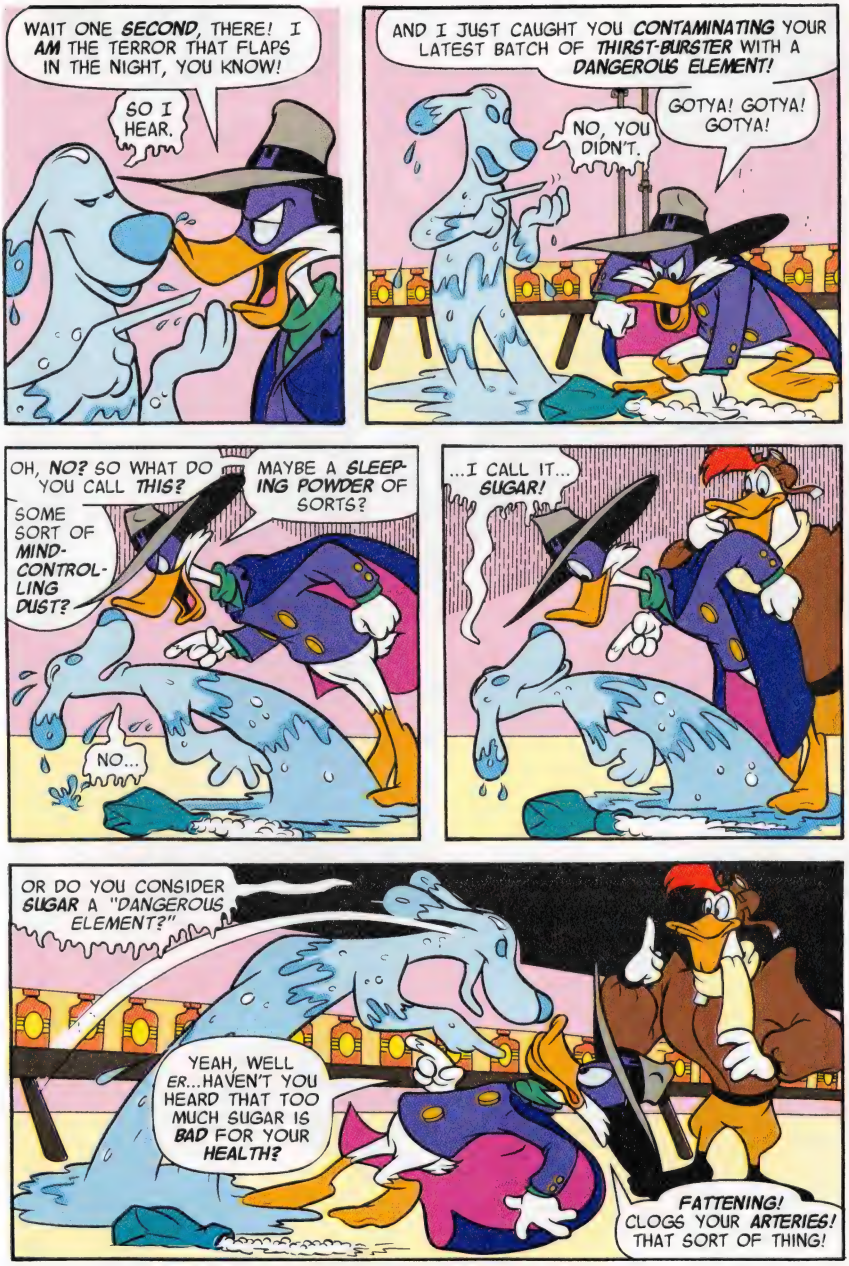
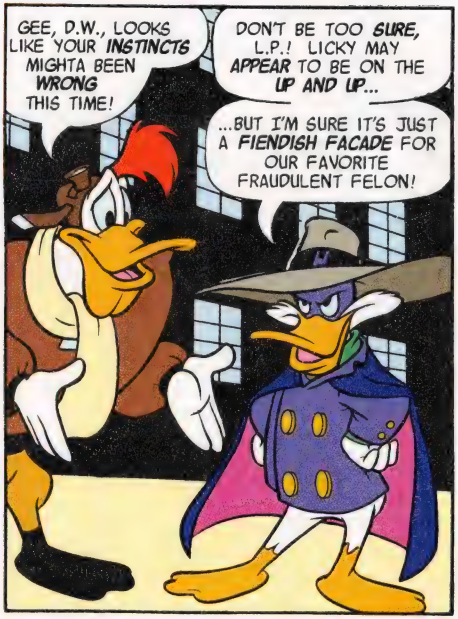
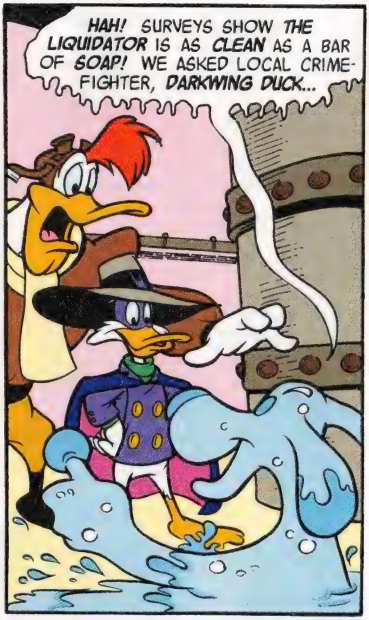

REMEMBER, THIS IS THE SAME FELONIOUS FLUID FOE RESPONSIBLE FOR RANSOMING THE CITY'S WATER DURING ST. CANARD'S WORST HEAT WAVE EVER!
H_2O

THIS IS THE SAME DEMENTED DRIP WHO FLOODED ST. CANARD SO HE COULD SELL "LIQUIDATOR BRAND" RAFTS TO THE DROWNING CITIZENS!
NO WAY THAT WATERY WEIRDO COULD GO STRAIGHT... BUT, AT LEAST THIS TIME, THINGS WILL BE DIFFERENT!
THIS TIME, I'LL STOP THAT AD MAN GONE BAD BEFORE HE CAN SPRING HIS LATEST SINISTER SELLING SCHEME ON ST. CANARD OR MY NAME ISN'T--


DARKWING DUCK!
MY LIQUIDATOR BRAND THIRST-BURSTER OUTSELLS THEM ALL! I'M NUMBER ONE WITH A BULLET!
ONLY A WEEK, AND ALREADY MOST OF ST. CANARD IS DRINKING OUT OF THE PALM OF MY HAND!
HMMM... REMIND ME TO DRY OFF MY FINGERS! YUCHHH!
BUT WAIT--I NEED SOMETHING MORE! BIGGER! SUPER-DELUXE SIZED! A LITTLE SOMETHING EXTRA, NO PURCHASE NECESSARY--GUARANTEED TO...
HARK! I AM THE TERROR THAT FLAPS IN THE NIGHT!
WHA--?!
WHO? WHERE?
I AM THE LEAKY FAUCET THAT KEEPS YOU AWAKE AT NIGHT!
POOF!
...DARKWING DUCK!
OH, IT'S ONLY YOU...
HUH? WHAT DO YOU MEAN, "ONLY ME"?

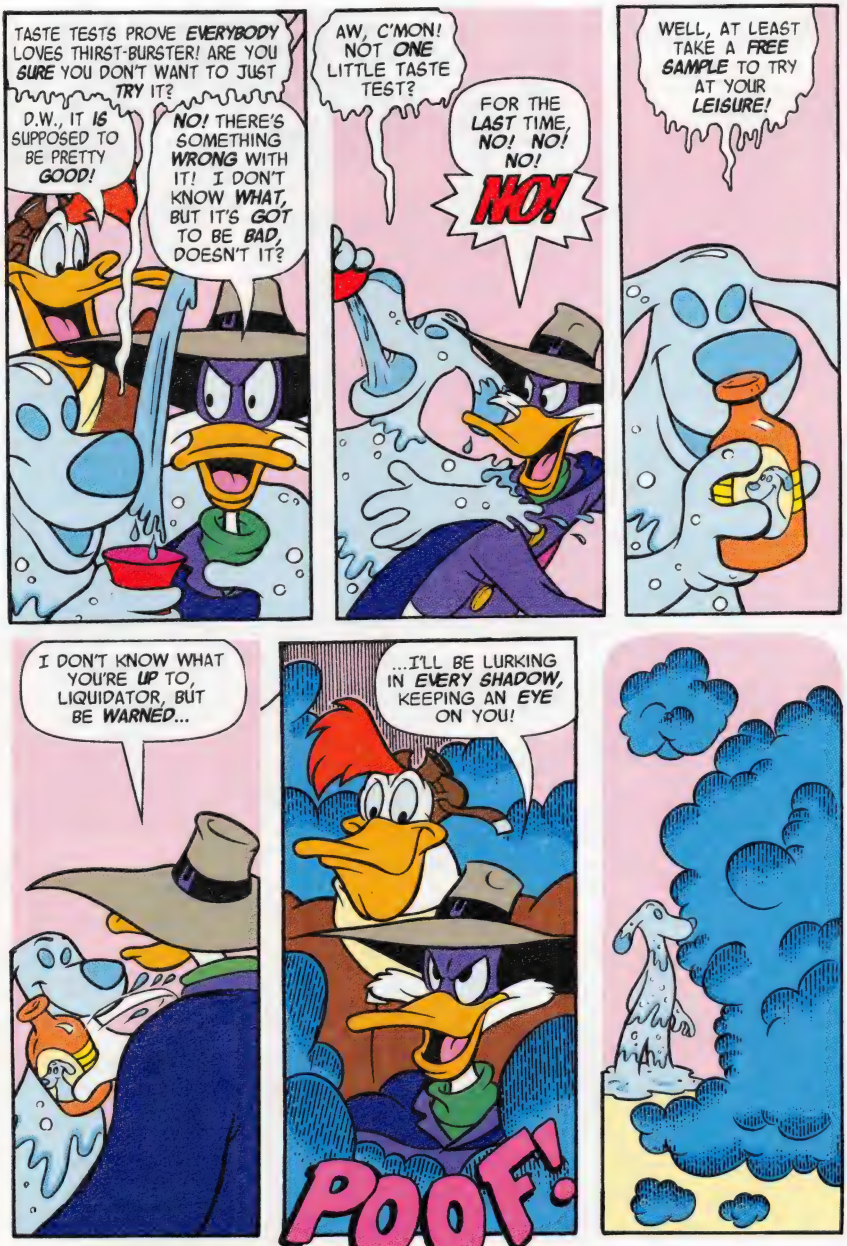

WAIT ONE SECOND, THERE! I AM THE TERROR THAT FLAPS IN THE NIGHT, YOU KNOW!
SO I HEAR.
AND I JUST CAUGHT YOU CONTAMINATING YOUR LATEST BATCH OF THIRST-BURSTER WITH A DANGEROUS ELEMENT!
NO, YOU DIDN'T.
GOTYA! GOTYA! GOTYA!
OH, NO? SO WHAT DO YOU CALL THIS?
MAYBE A SLEEPING POWDER OF SORTS?
SOME SORT OF MIND-CONTROLLING DUST?
NO...
...I CALL IT... SUGAR!
OR DO YOU CONSIDER SUGAR A "DANGEROUS ELEMENT?"
YEAH, WELL ER...HAVEN'T YOU HEARD THAT TOO MUCH SUGAR IS BAD FOR YOUR HEALTH?
FATTENING! CLOGS YOUR ARTERIES! THAT SORT OF THING!


GEE, D.W., LOOKS LIKE YOUR INSTINCTS MIGHTA BEEN WRONG THIS TIME!
DON'T BE TOO SURE, L.P.! LICKY MAY APPEAR TO BE ON THE UP AND UP...
...BUT I'M SURE IT'S JUST A FIENDISH FACADE FOR OUR FAVORITE FRAUDULENT FELON!

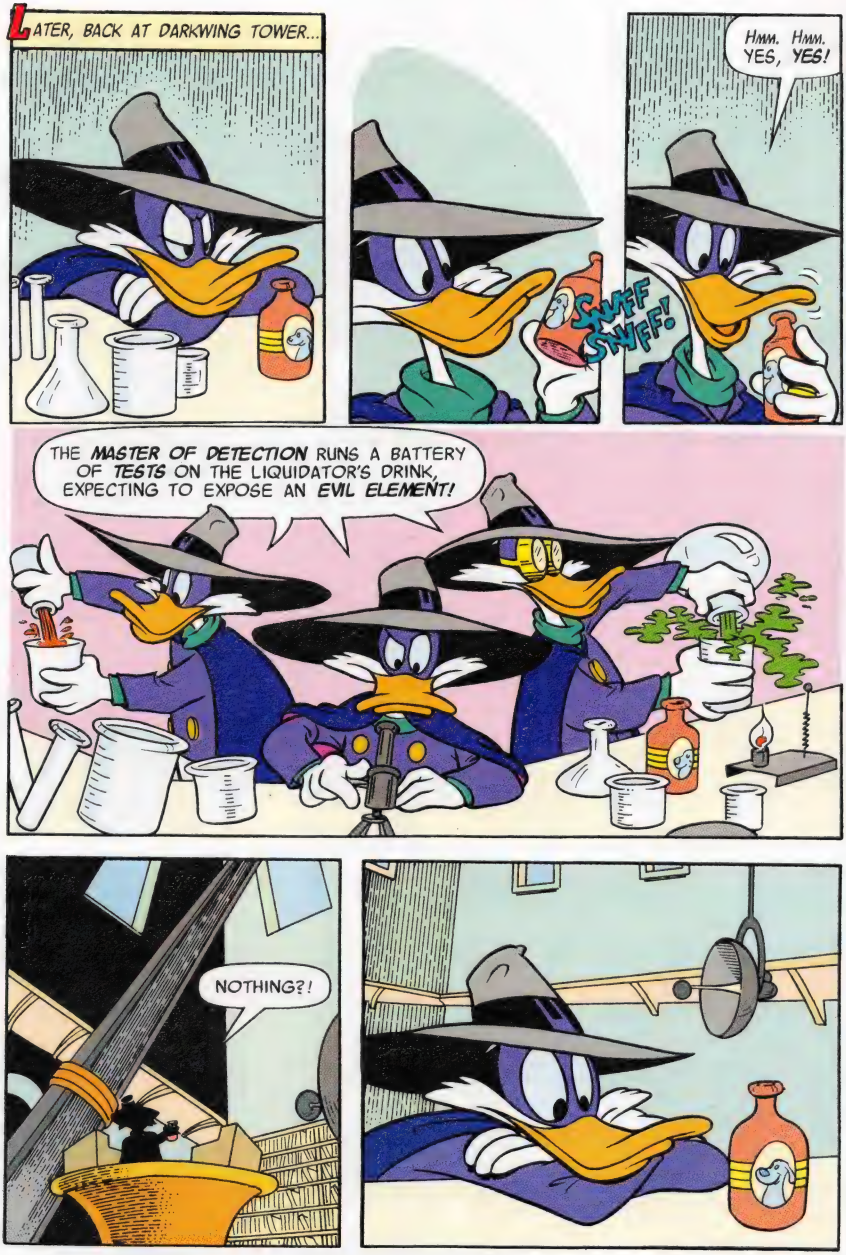

HAH! SURVEYS SHOW THE LIQUIDATOR IS AS CLEAN AS A BAR OF SOAP! WE ASKED LOCAL CRIME-FIGHTER, DARKWING DUCK...

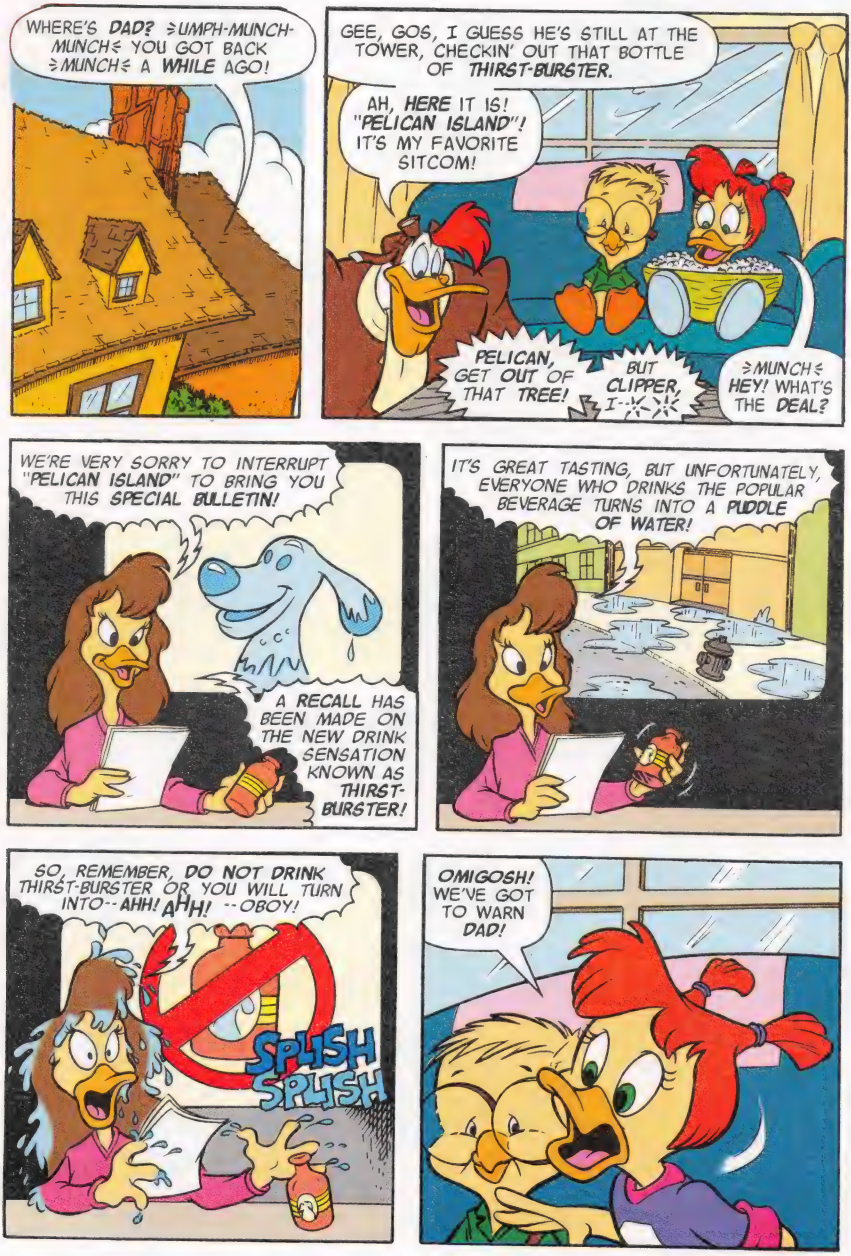
...IF HE'S EVEN TRIED THIRST-BURSTER?
SCOFF! ARE YOU KIDDING? OF COURSE NOT!

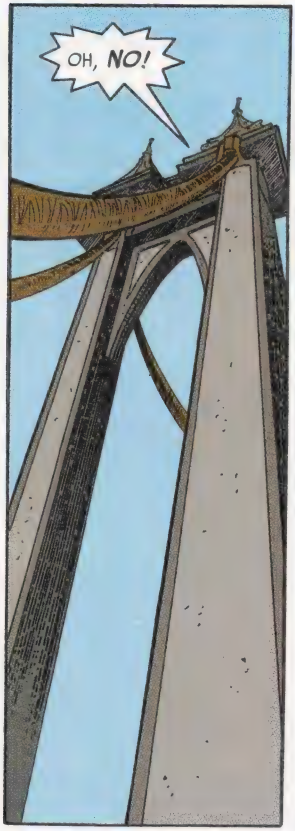
NO? TAKE IT AWAY, GIRLS!
LIQUIDATOR'S THIRST-BURSTER'S A HIT--IF YOU HAVEN'T TRIED IT YET--THEN YOU'RE SOME KIND OF TWIT!
TAPPIDY-TAPPIDY-TIPPIDY-TAP!

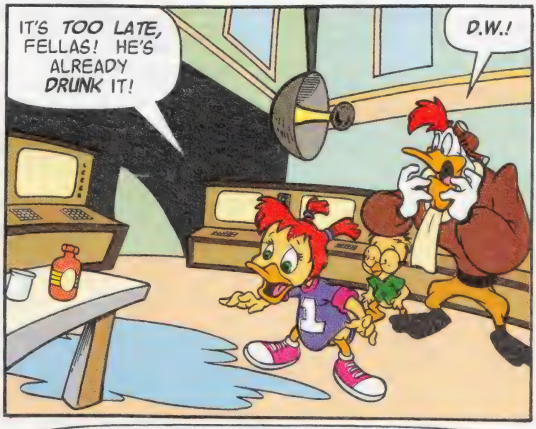

TASTE TESTS PROVE EVERYBODY LOVES THIRST-BURSTER! ARE YOU SURE YOU DON'T WANT TO JUST TRY IT?
D.W., IT IS SUPPOSED TO BE PRETTY GOOD!
NO! THERE'S SOMETHING WRONG WITH IT! I DON'T KNOW WHAT, BUT IT'S GOT TO BE BAD, DOESN'T IT?
AW, C'MON! NOT ONE LITTLE TASTE TEST?
FOR THE LAST TIME, NO! NO! NO!
NO!
WELL, AT LEAST TAKE A FREE SAMPLE TO TRY AT YOUR LEISURE!
I DON'T KNOW WHAT YOU'RE UP TO, LIQUIDATOR, BUT BE WARNED...
...I'LL BE LURKING IN EVERY SHADOW, KEEPING AN EYE ON YOU!
POOF!

HEE! HO! HA HA HA!
OH, YOU BEAKED BUMBLER...
...YES, THIS IS SUGAR, ALRIGHT!
SUGAR MIXED WITH MY NEARLY UNTRACEABLE SECRET INGREDIENT!
A SPECIAL LITTLE SOMETHING THAT WILL TURN EVERYONE WHO DRINKS THIRST-BURSTER INTO WATER! HEE! HEE!
WATER THAT WILL OBEY MY EVERY WHIM!
AND IF I KNOW DARKWING DUCK--AND I DO--IT WON'T BE LONG BEFORE HE DRINKS THAT SAMPLE OF THIRST-BURSTER!
AND WHEN HE DOES...
HE WILL BE MY WATERY SLAVE--ALONG WITH THE REST OF ST. CANARD! HA! HA! HA!
SNAP! SNAP!

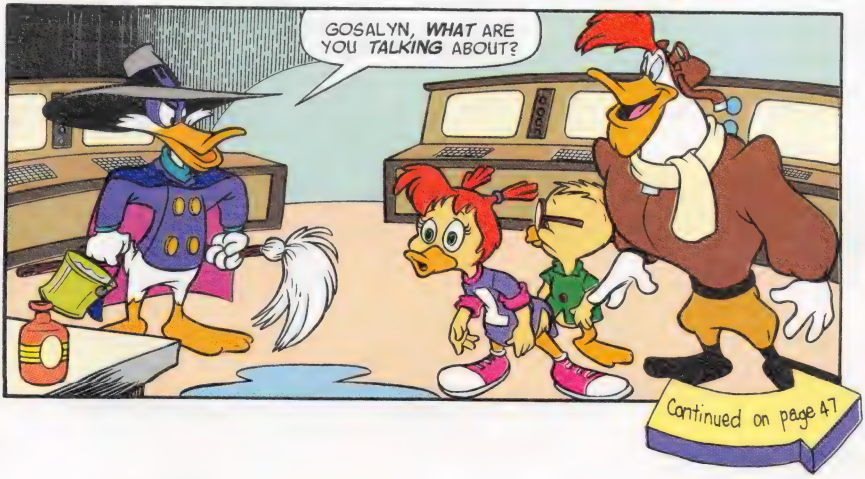

LATER, BACK AT DARKWING TOWER...
SNIFF SNIFF!
HMM. HMM. YES, YES!
THE MASTER OF DETECTION RUNS A BATTERY OF TESTS ON THE LIQUIDATOR'S DRINK, EXPECTING TO EXPOSE AN EVIL ELEMENT!
NOTHING?!


WHERE'S DAD? ≥UMPH-MUNCH-MUNCH≤ YOU GOT BACK ≥MUNCH≤ A WHILE AGO!
GEE, GOS, I GUESS HE'S STILL AT THE TOWER, CHECKIN' OUT THAT BOTTLE OF THIRST-BURSTER.
AH, HERE IT IS! "PELICAN ISLAND"! IT'S MY FAVORITE SITCOM!
PELICAN, GET OUT OF THAT TREE!
BUT CLIPPER, I--
≥MUNCH≤ HEY! WHAT'S THE DEAL?
WE'RE VERY SORRY TO INTERRUPT "PELICAN ISLAND" TO BRING YOU THIS SPECIAL BULLETIN!
A RECALL HAS BEEN MADE ON THE NEW DRINK SENSATION KNOWN AS THIRST-BURSTER!
IT'S GREAT TASTING, BUT UNFORTUNATELY, EVERYONE WHO DRINKS THE POPULAR BEVERAGE TURNS INTO A PUDDLE OF WATER!
SO, REMEMBER, DO NOT DRINK THIRST-BURSTER OR YOU WILL TURN INTO--AHH! AHH! --OBOY!
SPLISH SPLISH
OMIGOSH! WE'VE GOT TO WARN DAD!


OH, NO!


IT'S TOO LATE, FELLAS! HE'S ALREADY DRUNK IT!
D.W.!

WAY TO GO! I'LL BE THE ONLY KID IN SCHOOL WITH A PUDDLE OF WATER FOR A DAD!


GOSALYN, WHAT ARE YOU TALKING ABOUT?
Continued on page 47

REAL-LIFE BOGEYMEN: INDONESIA'S

BUGIS PIRATES

Celeste Fremon has written stories for DISNEY ADVENTURES *about adventurers who have traveled everywhere from Africa's Sahara Desert to Venezuela's jungles. But she's done some adventuring of her own, too. Voyage with her to the far-off seas of the South Pacific....*

Imagine sailing the dark, uncharted seas of the South Pacific when out of the mist looms a huge ghost of a boat. It sweeps down on you, silently, with weirdly painted hull and sails that are as black as the wings of a huge vampire bat.

The ship pulls up and a gang of pirates, all wearing brilliant silk turbans and serpent-shaped bracelets made of black coral, leaps onto your ship. Each man waves a long, jewel-studded dagger with a wavy, snake-like blade, and shrieks at you in a strange language....

My sketch of Magalatung, the king of the Bajo tribe.

These were the images that swept through my head as I flew to the islands of the secretive Bugis (boo-gi) and Bajo (bah-jo) tribes of Indonesia. My explorer friends had told me about these seafaring neighbors, once the most feared pirates in the South Pacific seas. For hundreds of years, the Bugis and Bajos raided European ships that traded for precious spices in the Orient. It was from the name "Bugis," my friends said, that we got the word "Bogeyman."

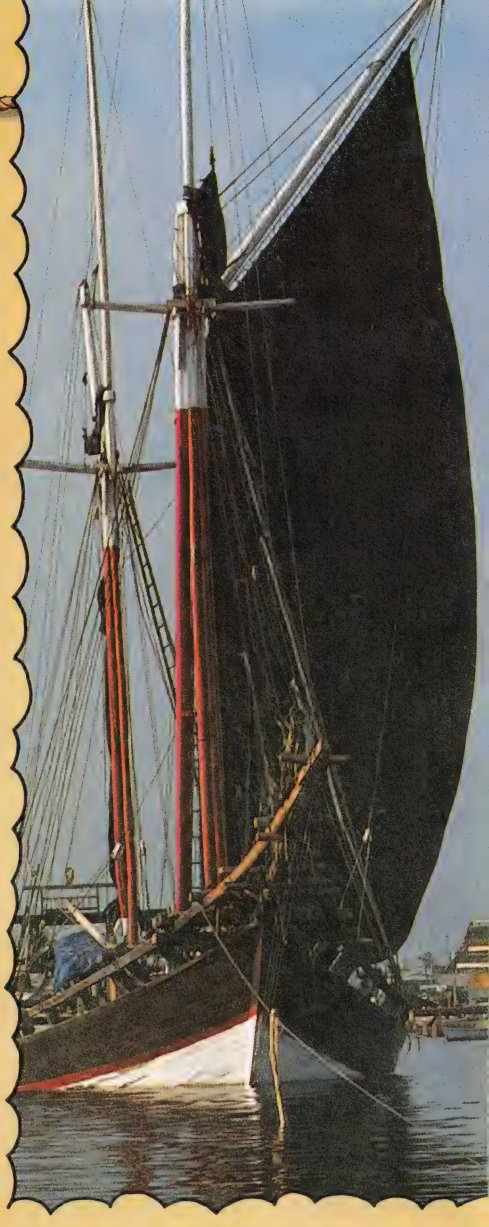
The Bajo, known as the "sea gypsies," considered themselves to be magical creatures of both the land and sea—not completely human. In fact, I knew that when a Bajo child was first born, he was

welcomed as a member of the tribe only after being passed—under water—beneath the hull of a small boat. Even Bajo marriages took place on water. The bride's boat and the groom's boat were lashed together, and the newlyweds spent their first night together on a wooden platform between the boats.

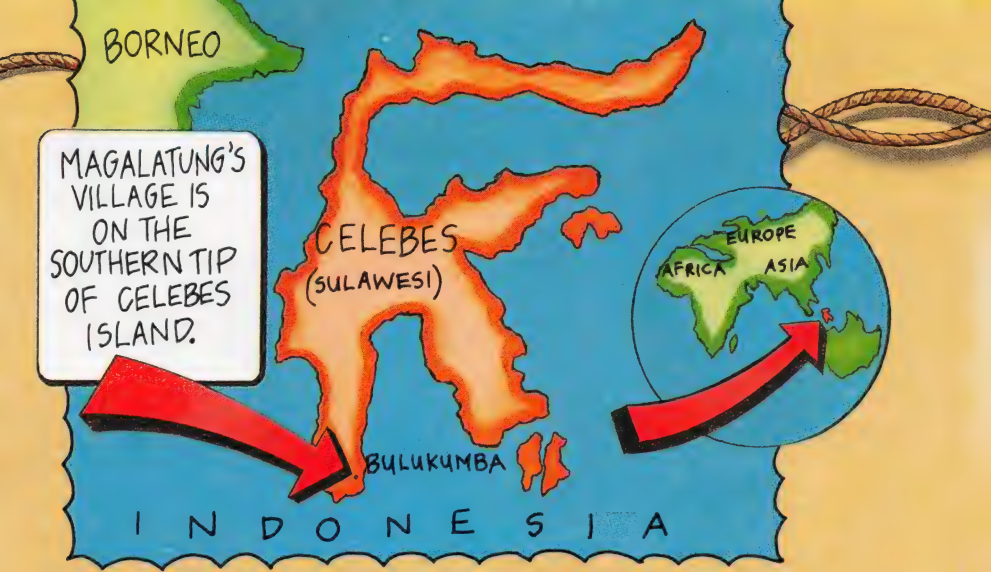
When I heard that the Bugis and Bajo still cruised the South Pacific in their majestic, black-sailed ships called *prahus* (pra-hoos), I decided I had to meet these people. My dream was to sail on one of their ships.

But I soon found out that these pirate tribes were not always friendly to strangers. I was told to speak with a man named Tans Hans Yong.

Tans Hans Yong, a huge Chinese man in his early twenties, was famous around the islands for his seashell-gathering business. "The Bugis and Bajo will never let you sail with them," Tans said when he heard my request. "You are a white woman, and they would consider it bad luck." I pleaded with Tans. Finally, he said, "Maybe a friend of mine can help. If he likes you, perhaps something could be arranged."



The Bugis ship, or prahu, rides the wind on black sails.



Tans's friend was Magalatung (Mag-ah-lah-tung), king of the largest and most powerful Bajo tribe. His wife, Raina, was a Bugis. And even though the Bajo and Bugis no longer raided other ships for their living, Magalatung looked every bit a fearsome pirate king. When I first met him, he wore only a dark sarong—a long piece of cloth wrapped around his waist—and a ruby ring on his left hand. His gold front tooth flashed as he asked me questions about my interest in his people. Finally, he said to Yong: "I will take her to my home."

Yong took me aside and whispered, "Be prepared. Magalatung will test you in some way. Just be sure not to go sea diving with him if it is during the half-moon. That is when the sea is roughest."

"Sea diving?" I said, confused.

"The Bajo are the best underwater divers in the world," said Yong. "Before Magalatung accepted me as a friend, I had to compete with him in a diving contest."

The ride to Bulukumba, Magalatung's village, took five bumpy hours. His family lived in a colorfully painted wooden house, high on stilts that protected it from monsoon floods. As we approached, village kids gathered and pointed at the strange white woman. But Magalatung's wife welcomed me warmly. Her two daughters, 12 and 13 years old, were fascinated with my eye shadow, lipstick and nail polish, and spent the whole afternoon laughing as they

painted their nails and faces.

The next day, the whole family and numerous tribe members led me to the ocean, and there floated a magnificent prahu with its midnight-black sails. A group of Bugis and Bajo men rowed toward us in a *sampan,* a large canoe. They did not smile as Magalatung motioned for me to come aboard. "Perhaps we should go diving," he said, his gold tooth glinting.

Yong's advice flashed in my head—it was only one day until the half-moon. But if this was my only chance to be accepted, and to ride the prahu, I had to try! I climbed into the sampan. We rowed to the prahu, climbed aboard, and set sail for deeper waters. With the diving test ahead, I was too nervous to enjoy the wonderful ride in the prahu.

When the prahu stopped and the anchor was lowered, I looked down. The sea was white and choppy. Magalatung handed me a diving mask, fins and an air tank. At least he didn't expect me to dive without equipment. But I had scuba dived only once before—and that was in somebody's pool!

Magalatung said, "Jump." I

➡

ILLUSTRATION: MARC BROWN

PRAHUS

Every step of building the prahu is magical. At first a Bugis tribal priest, or *dukun* (doo-koon) calls to the trees, and only those that "answer" him are cut for making boats. Even then, no nails or screws are used to fit the boat parts together. Instead, the Bugis use perfectly chiseled wood pegs, which swell and become tight when the boat is put in water. Finally, a dukun "awakens" the boat to make it seaworthy.

"A boat that has not been awakened by a dukun will sink," says Tans Hans Yong. "I have seen it happen. It sinks for no reason."

—C.F.

The sea gypsies are never far from water. This Bugis house sits on stilts to protect it from floods.

closed my eyes and plunged in. "This is crazy," I thought as the water swirled around me. I tried to calm myself: "Magalatung won't let me drown. Will he?"

I could see nothing. The sea current pulled so hard that I couldn't control my movement. For the first time, I became truly scared. Suddenly, someone grabbed my hand. It was Magalatung. He guided me down to clearer water.

Now I saw what Yong meant about the Bajo being great divers: Magalatung was leading me deeper and deeper, but he had no air tank on himself! Soon I was swimming among beautiful tropical fish and other sea creatures.

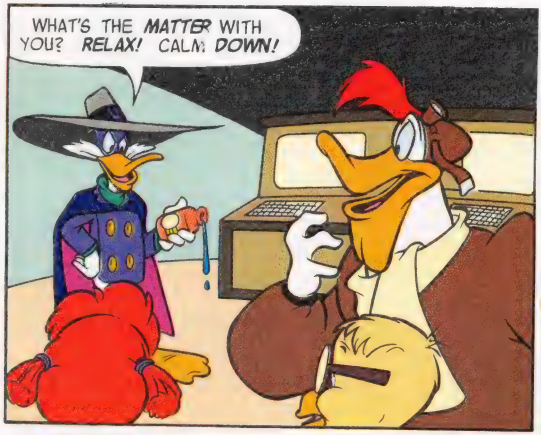
When I rose again to the surface, Magalatung helped me back onto the prahu. "I see you are afraid but you go anyway," he smiled. "This is good. This is Bajo. This is Bugis."

I smiled back at Magalatung with relief. I had passed his test! His men pulled up anchor and aimed the prahu at the open sea. As its sails filled with wind and it skimmed the water like a giant winged creature, I realized that the Bugis and Bajo were no longer pirates or bogeymen. They were friends.

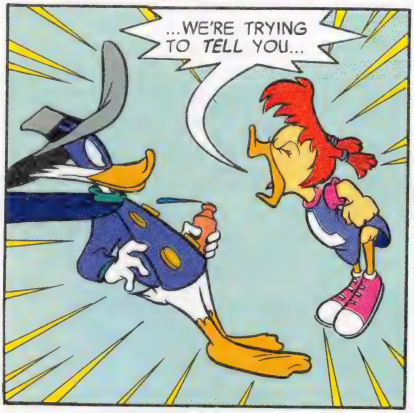
—Celeste Fremon

Continued from page 41

SO I SPILLED SOME WATER! WHAT'S THE BIG DEAL?
DAD-- ABOUT THE LIQUIDATOR...
THE LIQUIDATOR! OH, ≥SIGH≤ I GUESS MY INSTINCTS, WHICH ARE USUALLY 100% PERFECT, ARE WRONG! PEOPLE CAN CHANGE!
...UH... DARK-WING...
D.W.-- DON'T!
PISH POSH, LAUNCHPAD! I FREELY ADMIT I MISJUDGED AN HONEST MAN! AND TO PROVE IT...
...I'LL DRINK THIS! ≥GLUG GLUG GLUG≤ MMM, NOT BAD!
DAD! DON'T DO IT! DAAD!
NOOOOOOOOOOO

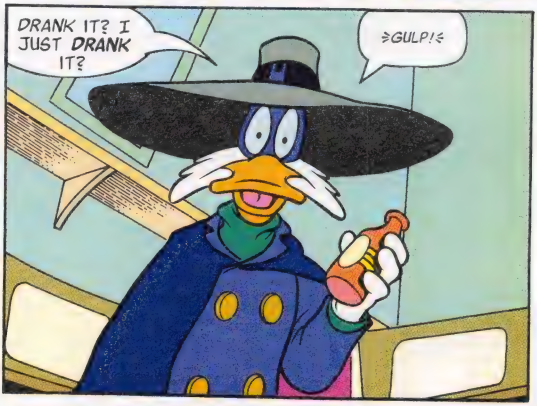

WHAT'S THE *MATTER* WITH YOU? *RELAX!* CALM *DOWN!*

MY INFALLIBLE INSTINCTS TELL ME *THIS* TIME THE LIQUIDATOR REALLY *HAS* GONE STRAIGHT!
BUT *DAD*...

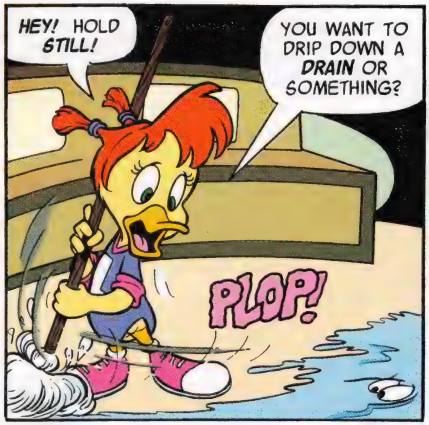

...WE'RE TRYING TO *TELL* YOU...

...THE *NEWS* JUST SAID THAT *THIRST-BURSTER* IS TURNING PEOPLE INTO *WATER*...

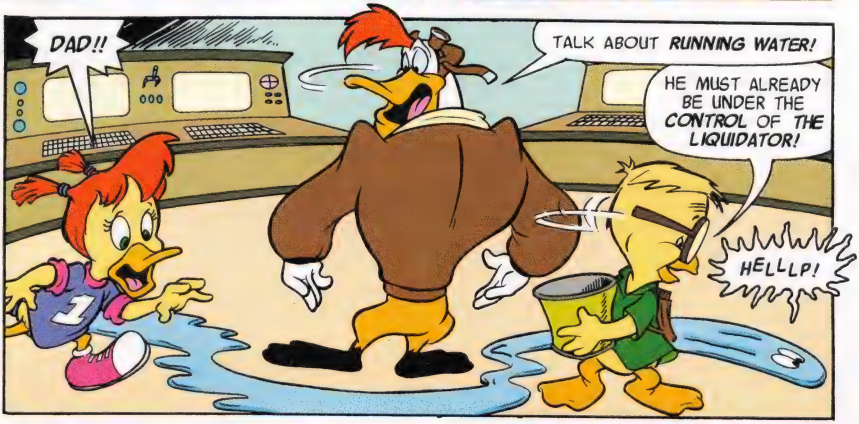
...AND *YOU* JUST *DRANK* IT!

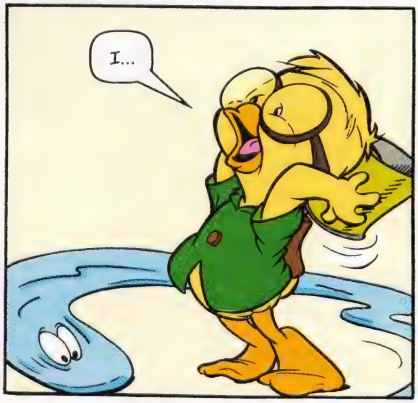

DRANK IT? I JUST *DRANK* IT?
≥GULP!≤

I FEEL SO VERY... WEIRD!
I'M MELTING! I'M MELTING!
HMM! THIS DEFINITELY DEFIES THE LAWS OF PHYSICS AS WE KNOW THEM!
DAD... OH, NO!
I KNOW HE'S ALL WET, BUT THIS IS RIDICULOUS!
NOW WHADDA WE DO?
DON'T JUST STAND THERE! MOP ME UP!


HEY! HOLD STILL!
YOU WANT TO DRIP DOWN A DRAIN OR SOMETHING?
PLOP!

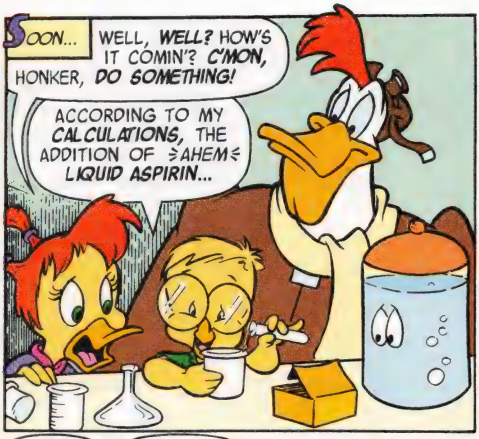
GOSALYN, I CAN'T HOLD STILL! HELP!! SOMETHING'S DRAWING ME THIS WAY! YIPE!


DAD!!
TALK ABOUT RUNNING WATER!
HE MUST ALREADY BE UNDER THE CONTROL OF THE LIQUIDATOR!
HELLLP!


I...

...GOT HIM!

I DON'T GOT HIM!
ANYONE GOT A SPONGE OR A SQUEEGEE?
GET A BAG! GET SOMETHING TO LIFT HIM OFF THE GROUND SO HE CAN'T FLOW ANYWHERE!
HELP! I CANT CONTROL MY OWN WATERY FORM!
HE'S A DUCK WORTH WADING FOR!
THERE YOU GO, D.W.!
DAD, HOW'RE YOU FEELING?
SPLOOSH
THIS IS SO EMBARRASSING!


SOON...
WELL, WELL? HOW'S IT COMIN'? C'MON, HONKER, DO SOMETHING!
ACCORDING TO MY CALCULATIONS, THE ADDITION OF >AHEM< LIQUID ASPIRIN...

...SHOULD GIVE HIM THE ABILITY TO CONTROL HIS LIQUID BODY.
C'MON, C'MON, C'MON! HURRY!

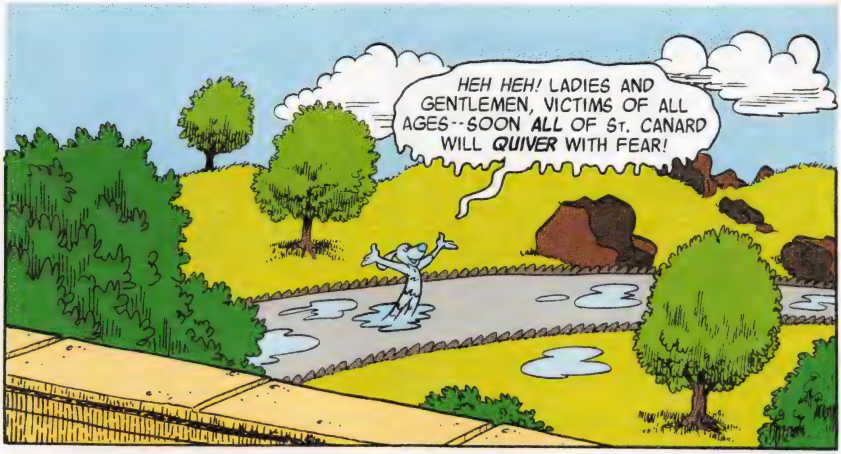
OBOY! I SURE HOPE YOU KNOW WHAT YOU'RE DOING!
Hmm, MAYBE I SHOULD HAVE GIVEN HIM TWO SPOONFULS!

BLURP!

IT WORKED! I'M BACK!
KEEN GEAR!
Hmm, YOU'RE BACK, BUT YOU'RE STILL ALL WET, SIR.

WHO CARES, LI'L FELLA? I'M DARKWING DUCK AGAIN, AND THAT'S ALL THAT COUNTS!
MAYBE I CAN FIND A WAY TO TURN YOU SOLID AGAIN!

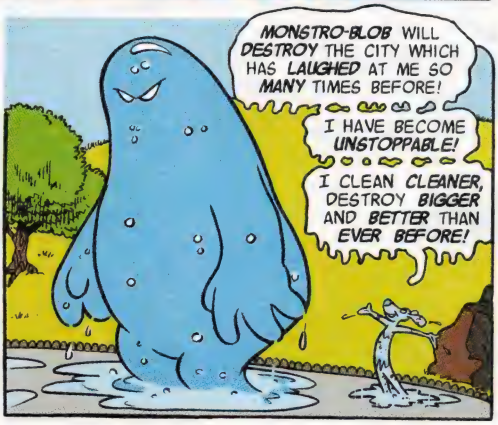
WORRY ABOUT THAT LATER! AS FOR NOW...
LET'S GET DANGEROUS!

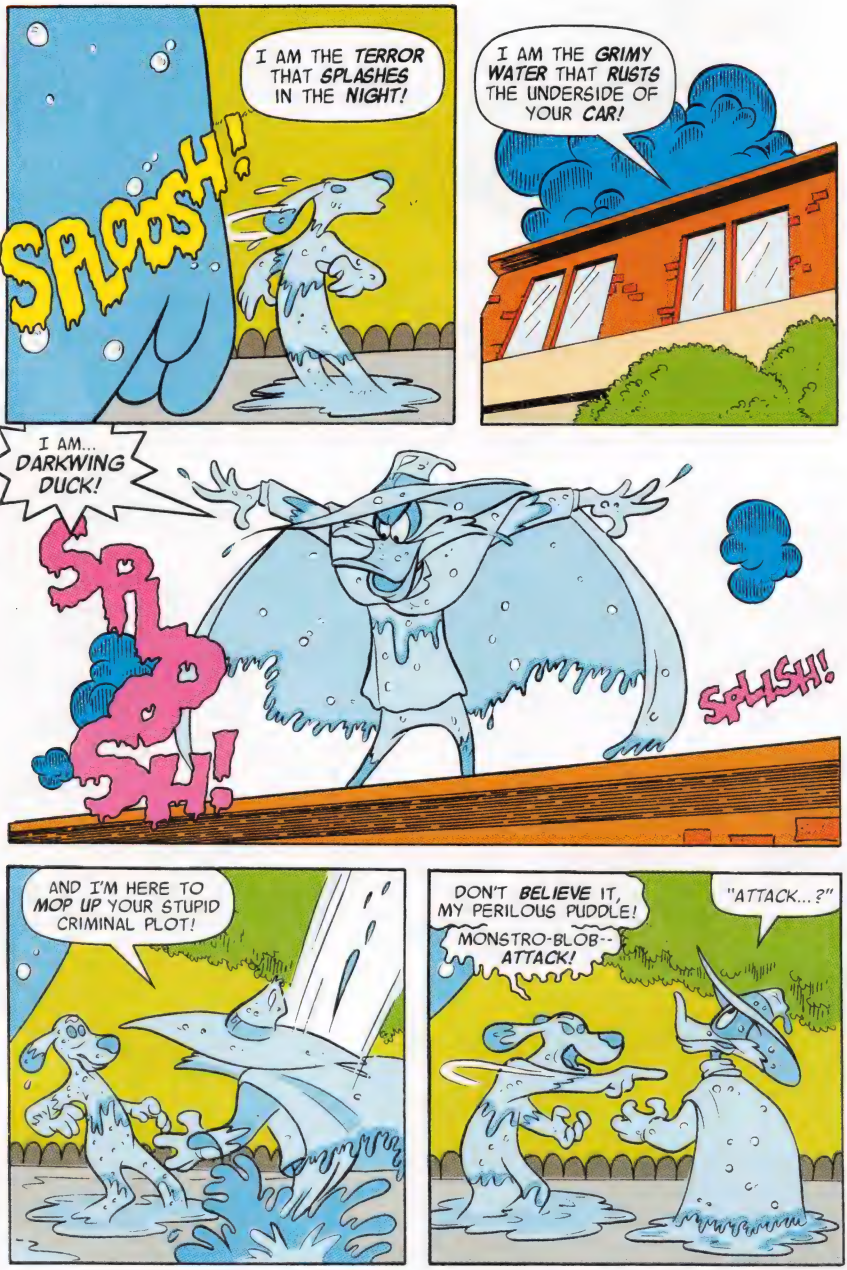

HEH HEH! LADIES AND GENTLEMEN, VICTIMS OF ALL AGES--SOON ALL OF ST. CANARD WILL QUIVER WITH FEAR!

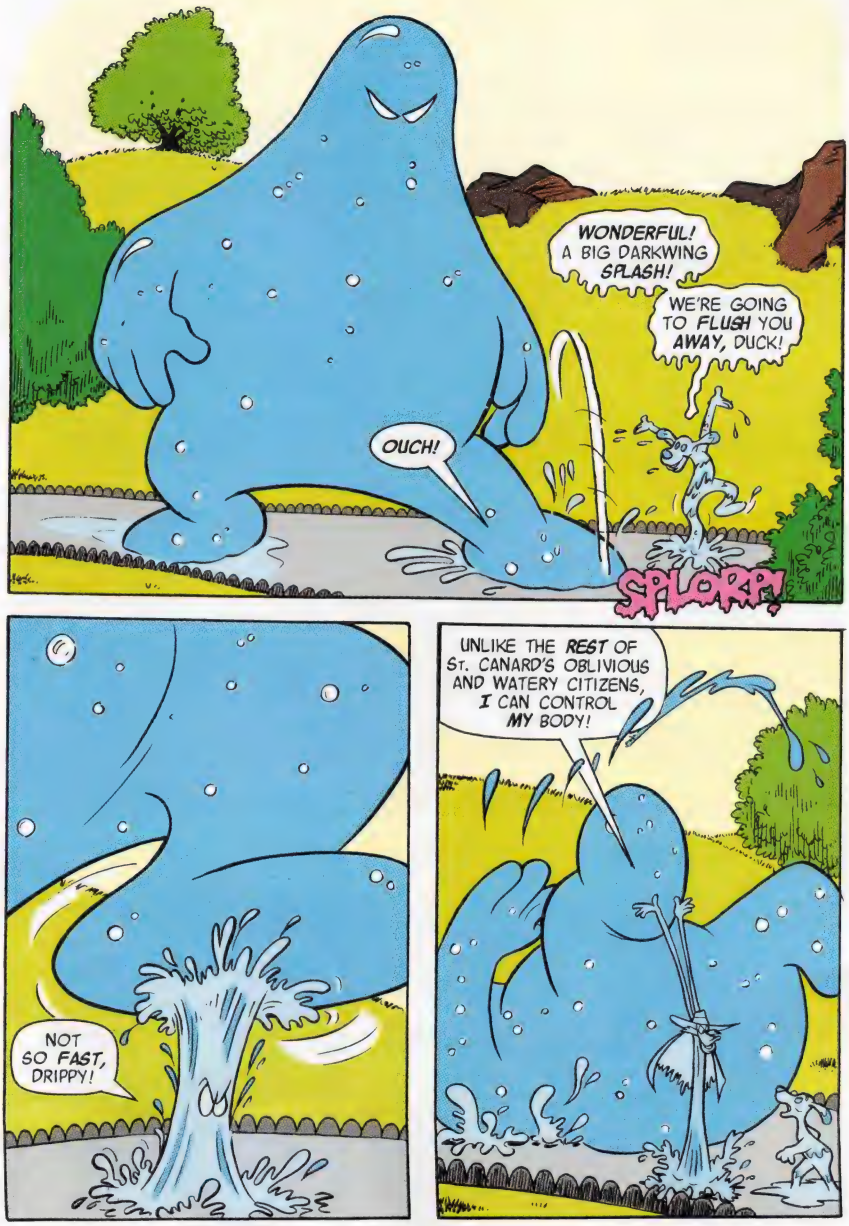
EVEN NOW, AT MY MENTAL COMMAND, THE HELPLESS CITIZENS ARE CONVERGING THEIR WATERY FORMS TO COMPLETE MY INGENIOUS PLOT!

AHA! THERE YOU ARE! NOW, MY DRIPPY DUPES...
...GO FROM ECONOMY SIZE TO MY SPECIAL, INDUSTRIAL-STRENGTH...

MONSTRO-BLOB!

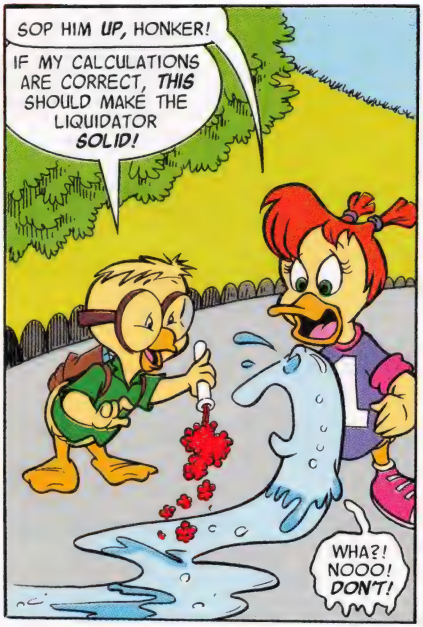

MONSTRO-BLOB WILL DESTROY THE CITY WHICH HAS LAUGHED AT ME SO MANY TIMES BEFORE!
I HAVE BECOME UNSTOPPABLE!
I CLEAN CLEANER, DESTROY BIGGER AND BETTER THAN EVER BEFORE!


I AM THE TERROR THAT SPLASHES IN THE NIGHT!
SPLOOSH!
I AM THE GRIMY WATER THAT RUSTS THE UNDERSIDE OF YOUR CAR!
I AM... DARKWING DUCK!
SPLOSH!
SPLISH!
AND I'M HERE TO MOP UP YOUR STUPID CRIMINAL PLOT!
DON'T BELIEVE IT, MY PERILOUS PUDDLE!
MONSTRO-BLOB-- ATTACK!
"ATTACK...?"

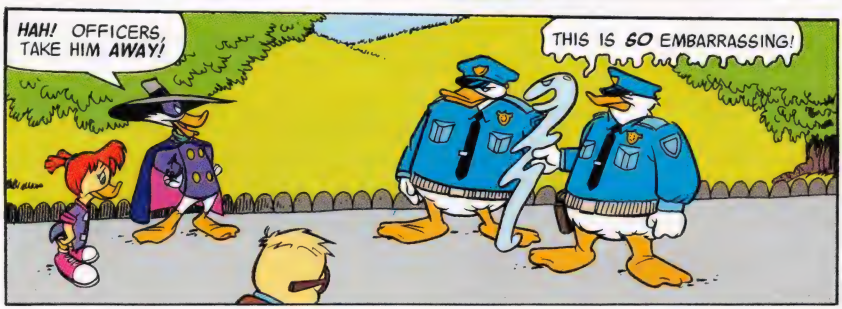

WONDERFUL! A BIG DARKWING SPLASH!
WE'RE GOING TO FLUSH YOU AWAY, DUCK!
OUCH!
SPLORRP!
NOT SO FAST, DRIPPY!
UNLIKE THE REST OF ST. CANARD'S OBLIVIOUS AND WATERY CITIZENS, I CAN CONTROL MY BODY!

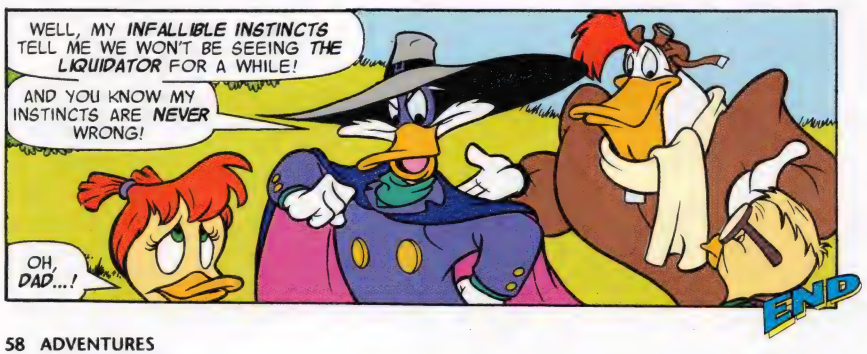
YOU'RE ALL WASHED UP, LICKY!
MONSTRO-BLOB! HELP! ATTACK!
HAH! YOUR PINHEAD WATER MONSTER CAN'T SAVE YOU! I'M JUST AS INVINCIBLE AS YOU BECAUSE I'M ALSO MADE OF...
BOOLP!
...WATER...?
GOSALYN! WHAT ARE YOU DOING HERE?
HONKER CAME UP WITH A POWDER TO ZAP YOU BACK TO NORMAL!
WHAT?! NOW?! YOU HAD TO MAKE ME NORMAL NOW?!
SORRY!
"PINHEAD?"
YIPES! ER... AH...

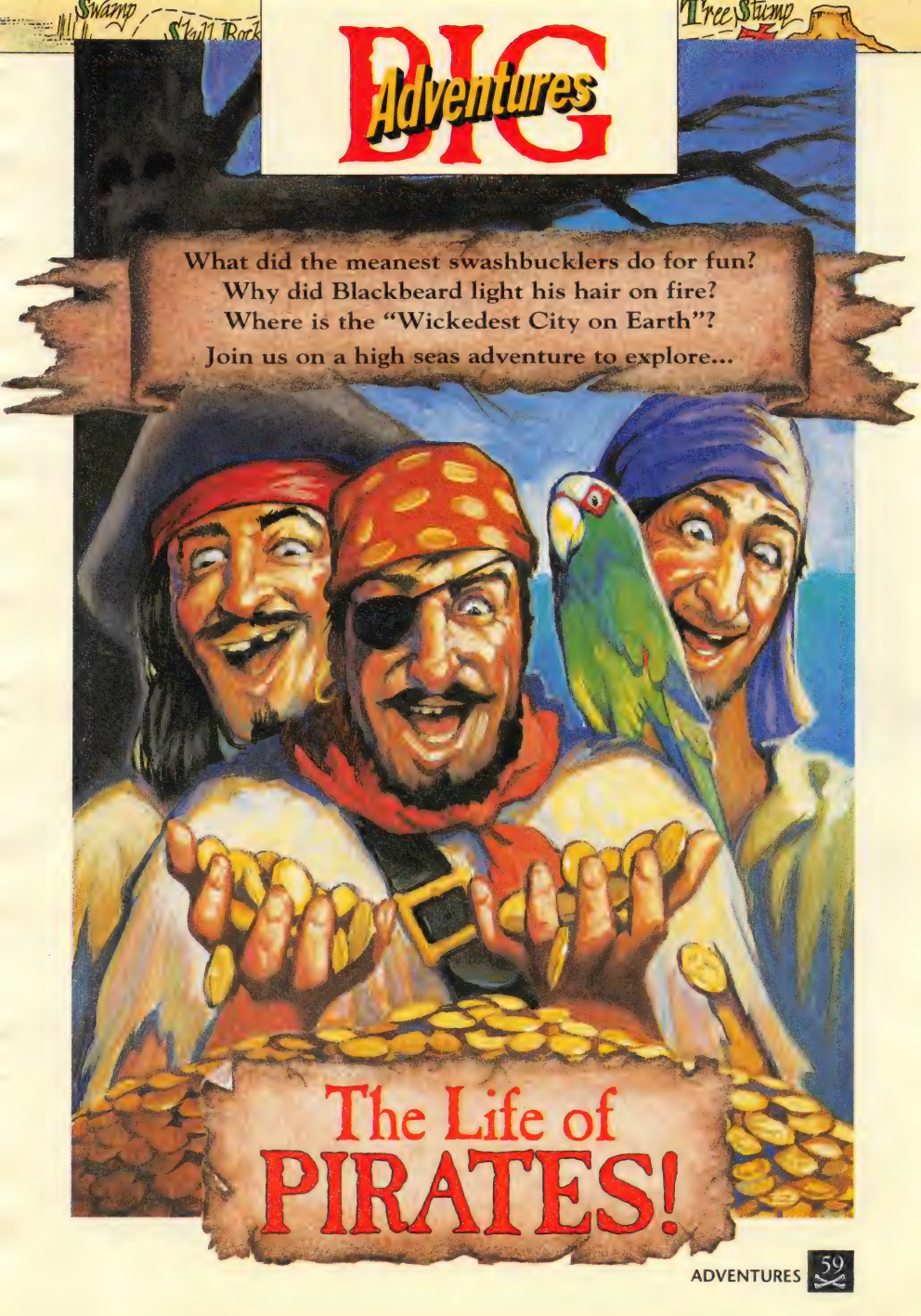
POP!
POP!
POP!
WHAT TH--?
WHAT'S GOING ON AROUND HERE?
?!
?!
ALRIGHT! BULLSEYE!
HMM. NO GOOD! TEST MARKETING INDICATES THIS PLAN IS A FLOP!
THIS REQUIRES MORE RESEARCH... MUCH MORE RESEARCH!
HOLD IT RIGHT THERE, YOU WATERY SAP!
NOPE! I'M NOT HANGING AROUND TO BE YOUR FALL GUY AGAIN!
I'M STILL BIGGER THAN YOU. BETTER THAN YOU!
BUT WAIT! THERE'S MORE! I'M STILL MADE OF WATER...
!
...AND YOU CAN'T LAY A HAND ON ME! HA HA HA!


SOP HIM UP, HONKER!
IF MY CALCULATIONS ARE CORRECT, THIS SHOULD MAKE THE LIQUIDATOR SOLID!
WHA?! NOOO! DON'T!

CAN'T LAY A HAND ON YOU, EH, MISTER WATER HEAD?
IT WORKED!
ENJOY IT WHILE YOU CAN! THIS IS A LIMITED TIME OFFER!
I'LL BE SPLASHING YOUR WAY AGAIN BEFORE YOU KNOW IT!


HAH! OFFICERS, TAKE HIM AWAY!
THIS IS SO EMBARRASSING!


WELL, MY INFALLIBLE INSTINCTS TELL ME WE WON'T BE SEEING THE LIQUIDATOR FOR A WHILE!
AND YOU KNOW MY INSTINCTS ARE NEVER WRONG!
OH, DAD...!
END


Swamp
Skull Rock
Tree Stump
BIG Adventures
What did the meanest swashbucklers do for fun?
Why did Blackbeard light his hair on fire?
Where is the "Wickedest City on Earth"?
Join us on a high seas adventure to explore...
The Life of
PIRATES!

BLACKBEARD: A PIRATE'S PIRATE

If His Name Didn't Scare You, His Face Surely Would

For fun, he'd shut himself and his crew in the ship's hold, light pots of stinking sulfur and gunpowder, and see how long they could stand the choking fumes.

For more fun, he'd gather his shipmates around a table, blow out the candles, and shoot two pistols beneath the tabletop. "If I did not shoot one of you now and then," he'd roar, "you would forget who I am!"

If ever a sea robber gave pirates a bad name, it was Edward Teach, also known as "Blackbeard." Blackbeard robbed, burned and sank ships off America's eastern coast between 1716 and 1718. In those two short years, he became known as one of the meanest, nastiest pirates ever to terrorize the high seas.

After capturing a ship, he'd murder the whole crew. To steal a passenger's ring, he'd chop off his finger. If he didn't trust one of his own men, he'd leave him to die on a barren island without food or water.

Most ships surrendered without a fight as soon as they saw Blackbeard's pirate flag. In one short trip, he managed to capture 40 ships. And he just about shut down all trade between several North American colonies.

Blackbeard eventually met his match when a British Navy crew fought him at a North Carolina inlet. But even up to his last living moment, Blackbeard matched his devilish image: He was slashed with 20 sword wounds and riddled with five bullet holes before he went down.

Blackbeard had one more sea journey to make, however. To prove that the gruesome pirate was dead, Lieutenant Maynard hung his hairy head from the bow of the ship. But Blackbeard was defiant even in death, according to legend. It is said that after his headless body was tossed overboard, it swam around the ship three times before it gave up the ghost....

—Catherine McCafferty

During battles, Blackbeard stuck slow-burning matches in his hair and hat to add a fiendish glow to his face. To try to win a woman's heart, he'd braid his long beard—which he used to wipe his hands while eating—and tie it up with silk ribbons.

Blackbeard got his wild, bloodshot eyes from drinking "rumfustian," a mixture of alcohol and gunpowder.

Blackbeard never washed his hands or his clothes—they were caked with grease, blood and other grime.

For his time, Blackbeard was a fearsome giant, standing 6 feet 4 inches tall and weighing 250 pounds.

Over his shoulders, Blackbeard strapped as many as six 2-pound pistols, each loaded with a single bullet. (They were handy as clubs, too.) He wore a beltful of knives and daggers. His cutlass, for hand-to-hand combat, was a short, sharp, curved sword that weighed as much as five baseball bats. A boarding ax was used for smashing through cabin doors in search of loot.

ILLUSTRATION: STEVEN STEWART

A SEA ROGUES'

Like Blackbeard, many famous pirates had swashbuckling nicknames: Red Hand, Black Bart, and Half-Bottom (a cannon ball once passed too close to the seat of his pants). Others went by their own names —but that didn't keep them from becoming legends of their own....

Henry Morgan: Master of Disaster

Henry Morgan not only flirted with disaster, he caused it. Morgan was hired as a "privateer" by the British governor of Jamaica to hound Spanish ships in the Caribbean. But Morgan set his sights beyond just ships. He wanted the booty of the Caribbean's Spanish *towns*.

In a raid on the town of Portobelo (on the Isthmus of Panama), Morgan and his crew took nearly $1 million in loot. Back on the ship, their celebration was such a blast that they accidentally blew up the boat. Morgan swam to shore, which was good practice for what happened on his next big raid: His ship was so loaded down with loot, it capsized. Morgan made it to shore by floating on a musical drum.

Even the jungle couldn't stop Morgan and his men. With few supplies, they set out on foot for Panama city. The sun scorched them, mosquitoes tormented them, and at one point, they had to eat pieces of leather bags. But the trip paid off with 200 mule-packs full of treasure.

On a visit back to England, the town-plundering pirate was knighted Sir Henry Morgan and made lieutenant governor of Jamaica. For that, Morgan had to make a slight change in his habits: Now his job was to wipe

GALLERY

out all pirates in the Caribbean—including old pirate friends.

Morgan died and was buried in Port Royal, Jamaica. But during a huge earthquake four years later, the sea reclaimed him as it swallowed his grave....

Mary Read and Anne Bonny: Women of the Seize

One day in the early 1700s, Mary Read dressed in men's clothing and shoved off on a ship sailing the Atlantic. (As a woman, she wasn't allowed to be a crew member.) But a band of pirates captured the ship. They told Read—who they thought was a man—that she'd have to join them to stay alive. Before she could say "yo, ho," Mary Read was in the pirate business.

Aboard the ship, Read met another woman pirate, Anne Bonny, who also dressed like a man. But Bonny didn't hide that she was a woman. In fact, she was in love with the pirate captain, Calico Jack Rackham.

Soon the love bug also bit Read. She revealed her true identity and married her pirate boyfriend.

Life for Read and Bonny was smooth sailing until 1720, when the Jamaican military captured their ship. While the rest of the pirate crew hid below deck, Read, Bonny and one other pirate took up the fight. Read shouted for the others to join them, but they refused. To scare them into action, she fired her pistols down the hatch, killing one man and wounding others. But the pirates—including their husbands, as far as anyone can tell—still wouldn't budge. Finally, the whole crew was taken prisoner.

At their trials, Read told the

ILLUSTRATION: STEVEN STEWART

court that she had been forced to join the pirates, but the crew swore she was gutsy and courageous, and made a fine pirate. Both Read and Bonny were sentenced to death.

Read died in prison. Bonny's sentence was delayed and eventually she was pardoned. But nobody knows what happened to her then.

Captain Kidd: A Kidd in Trouble

Legend has it that William Kidd buried enough treasure to sink a dozen ships, tortured more men than any pirate of his day, and attacked so many ships that he couldn't count them all.

But Kidd may not have been a pirate at all.

William Kidd was a well-respected seaman until 1695, when the British government hired him to find the Red Sea pirates and to steal back loot. Kidd gathered a crew and set sail.

But there was one big problem. Kidd's hired hands were vicious and greedy, and they wanted to seize every ship in sight, whether pirate or not. For a while, Kidd kept his crew under control. But when a sailor challenged Kidd, the captain knocked him in the head with a heavy bucket—and accidentally killed him.

Some accounts say Kidd's crew took control of the ship. They seized another ship called the *Quedagh Merchant* and looted its treasure. When Kidd arrived back in New York, he handed over part of the booty to his friend, Lord Bellomont. He also gave Bellomont proof that he was innocent. But Kidd had already earned a reputation as a cruel pirate. Bellomont hid Kidd's proof, stashed his loot, and handed the captain over to the British government. On May 23, 1701, Captain Kidd was hanged.

—Catherine McCafferty and Karen Stillman

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The Life of the Pirate!

Ever since ships set sail on the high seas, they've been haunted by sea bandits, also known as privateers, sea rovers, sea dogs, freebooters and buccaneers. But the biggest time for pirating was the 300 years following Columbus's first trip to America. That's when Spanish ships called *galleons* hauled thousands of tons of gold and other treasures from the North and South American coasts to Spain.

But a big, heavy galleon didn't get too far if a smaller, sleeker pirate ship sighted it in the distance. Often the pirates would attack the big ships straight on, with cannons blazing.

Or, they might hide their ship in an island cove to stay out of sight. Then, under the cover of darkness, they'd float into the galleon's shadows. With daggers, cutlasses and pistols gleaming, the pirates would scramble up the ship's sides. They'd surprise the crewmembers, who'd think they were seeing ghosts. In seconds, the raiders would tie up the crew—or do worse to them. Then they'd dance around, draped in their glimmering gold plunder.

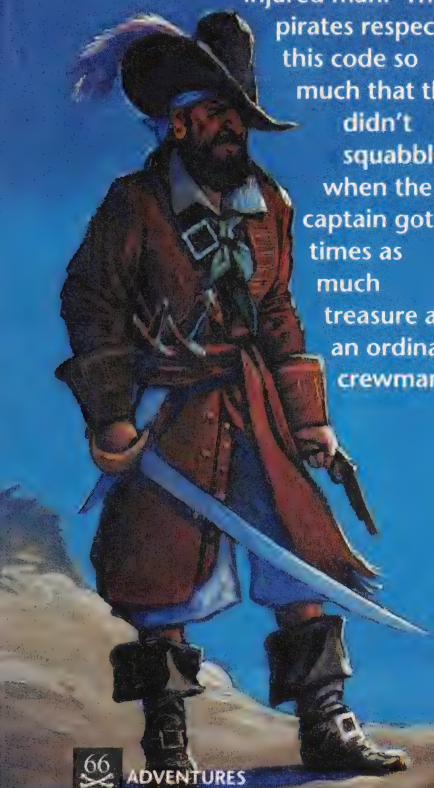
One pirate captain showed just how tough a pirate could be. To make sure his crew wouldn't turn back during a raid, he ordered a hole drilled into the bottom of *his own* boat. "We take the ship, mateys," he growled, "or we join the sharks!"

ILLUSTRATION FOUNDRY

THE LAW OF THE LAWBREAKERS

Pirates didn't seem the type to follow too many rules, especially when they spent so much of their time breaking them. That's why it might be surprising to know that pirates had a special set of laws that they lived by.

These laws, called The Custom of the Coast or The Jamaican Discipline, told the pirates everything from how to divide up loot to how much extra to give an injured man. The pirates respected this code so much that they didn't squabble when the captain got six times as much treasure as an ordinary crewman.



One area of the code was an old-time insurance policy. Anyone whose right arm got chopped off in battle received 600 extra pieces of eight (coins), while a left arm was worth only 500 pieces.

The code also gave instructions for punishing thieves. It was OK for pirates to steal from other people, but if you got caught stealing from fellow mates, it was off with your ears and nose. If you got caught stealing a second time, you'd be marooned on a deserted island with only a gun and some water.

Nicer pirates even had guidelines for what choices to offer their prisoners. They could: 1) join the pirate band; 2) be put to sea in a small boat with little food and water; or 3) resist and be killed.

Then there was the business of burying treasure. One custom had pirates draw straws after digging the hole for their loot. Whoever "won" would be shot and buried with it. The idea was for the dead pirate's ghost to keep away looters.

NAME YOUR SEA BANDIT

Before there were gold-loving pirates along the North and South American coasts, there were beef-loving *buccaneers.*

The buccaneers (from Native American and French words meaning "driers of beef") smuggled beef in their ships back in the early days of pirating. But soon they discovered that gold doubloons were worth a lot more.

Another type of pirate was actually hired by governments to do their dirty deeds. These were called *privateers,* and all they had to do was to split their loot with the king or queen.

BUCCANEER BUZZ WORDS

"Shiver me timbers!" and "Yo, ho, ho and a bottle of rum!"

You may have heard pirates in the movies blubber these lines, but here's the real pirate lingo: *Booty* or *loot* is what pirates called the treasures they captured, which usually included gold Spanish coins called *doubloons.* (A single doubloon today is worth $8,000 to $9,000.) A smaller Spanish gold or silver coin was called a "piece of eight." It took 16 pieces of eight to equal one doubloon.

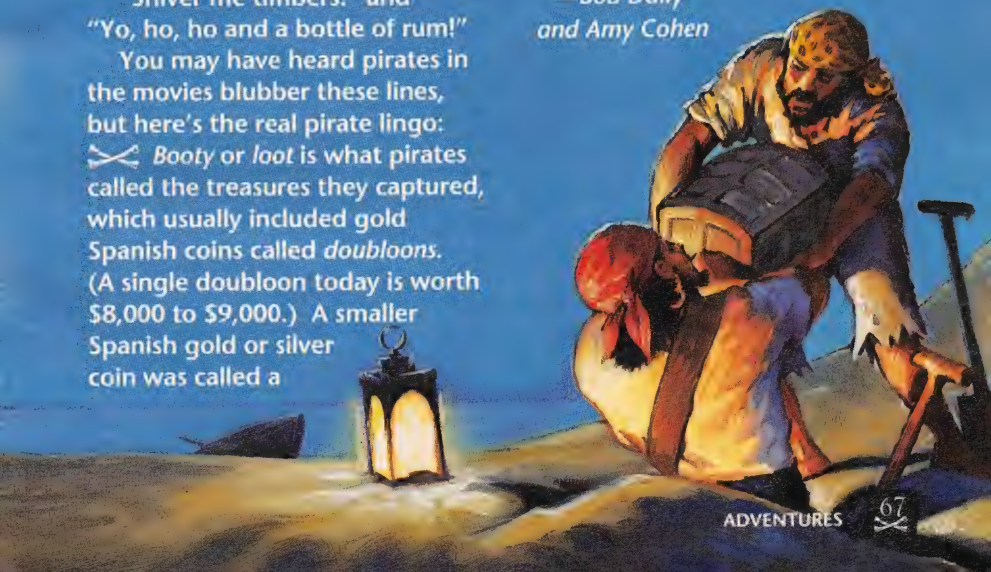
If a pirate shouted, "I'll give you no *quarter,*" he wasn't talking about change for a dollar. He meant "I'll show you no mercy!"

A *fire ship* was a floating bomb. Packed with gunpowder and tar, it would be lit and pushed toward an enemy ship. Boom!

To be *shanghaied* was to be kidnapped and forced to work aboard a ship. The name came about when sea traders kidnapped sailors for long trips to places in Asia such as Shanghai, China.

The *Jolly Roger,* or pirate flag, probably got its name from the French words for "pretty red" *(jolie rouge).* Early pirates used bloody flags on their ships instead of the black skull and crossbones.

—Bob Daily and Amy Cohen



1 Port Royal, Jamaica. Privateer Henry Morgan used this town as his base. After plundering places like Portobelo, Panama, he'd return here for more carousing. Port Royal was called "the wickedest city on earth." But its days of gore and glory were short-lived. In 1692, an earthquake and tidal wave sank the city and all of its treasure.

2 Charlotte Amalie, St. Thomas. Blackbeard built a castle here with towers so he could scope out Spanish galleons. When he wanted to get rid of someone—like one of his 14 wives—he'd invite them to look at his treasures. While they waded in the gold, he'd lock them in the room and leave them to starve.

3 Santa Rosa Sound, Florida. The pirate Billy Bowlegs's lair. A Spanish warship chased Billy into a harbor here. Rather than give up his gold, Billy sank his own ship and escaped in a rowboat. By the time he went back to claim his fortune, the sand had buried the wreck. Nobody's found it.

4 Barataria Bay, Louisiana. Jean and Pierre Lafitte slipped away from their enemies in these spooky, swampy, alligator-infested waters south of New Orleans.

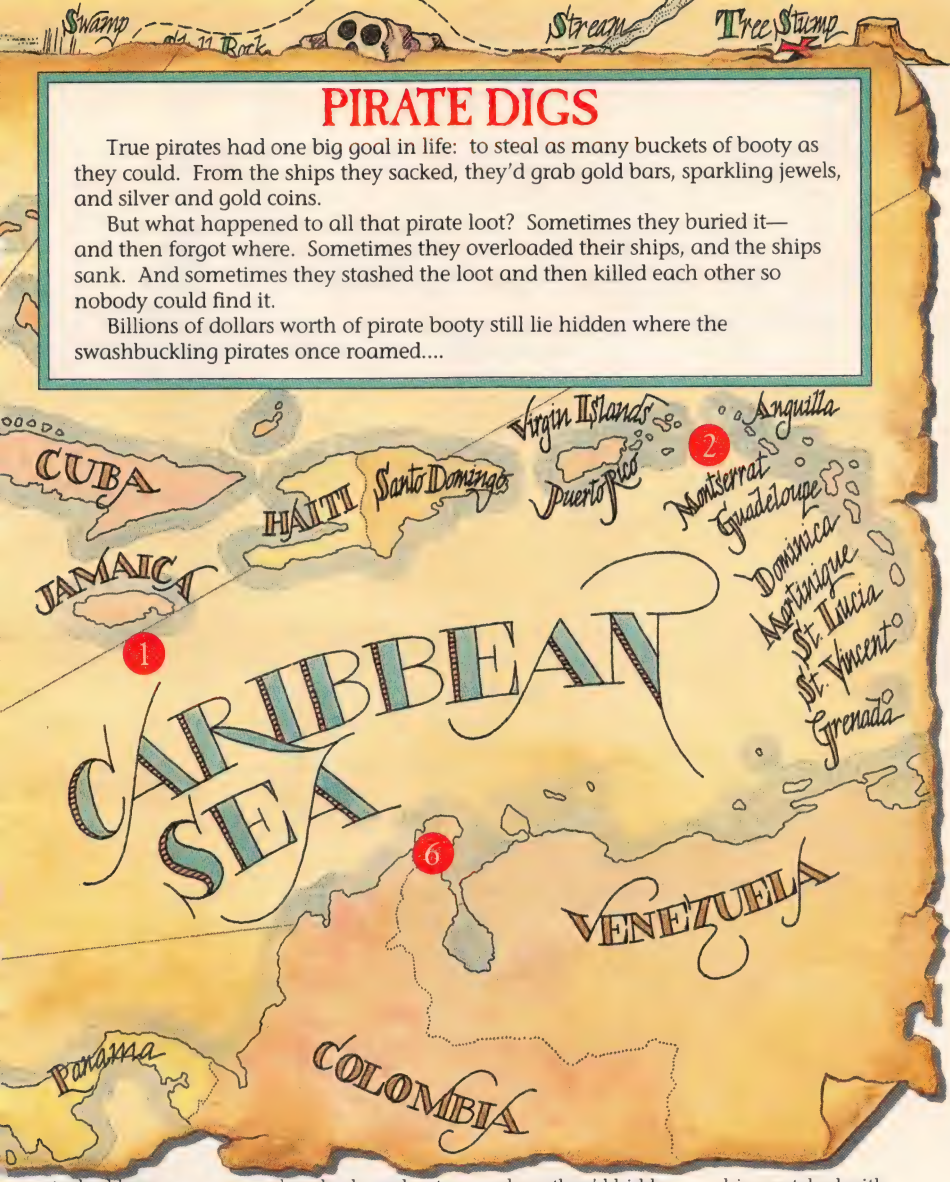
5 Cocos Island, Costa Rica. This hideout was nicknamed "Treasure Island" because of all the pirate booty said to have been

PIRATE DIGS

True pirates had one big goal in life: to steal as many buckets of booty as they could. From the ships they sacked, they'd grab gold bars, sparkling jewels, and silver and gold coins.

But what happened to all that pirate loot? Sometimes they buried it—and then forgot where. Sometimes they overloaded their ships, and the ships sank. And sometimes they stashed the loot and then killed each other so nobody could find it.

Billions of dollars worth of pirate booty still lie hidden where the swashbuckling pirates once roamed....



stashed here.

6 **Maracaibo, Venezuela.** Henry Morgan attacked this city in 1669—to find that everybody had already cleared out. He went into the woods and caught 30 men, women and children. After three weeks, they finally spilled the beans on where they'd hidden their treasure.

Three Spanish warships tried to keep Morgan from escaping. Morgan set one afire with a fire ship; watched with glee as the second ship's crew ran their boat aground; and captured the third ship for his own.

—John Cade

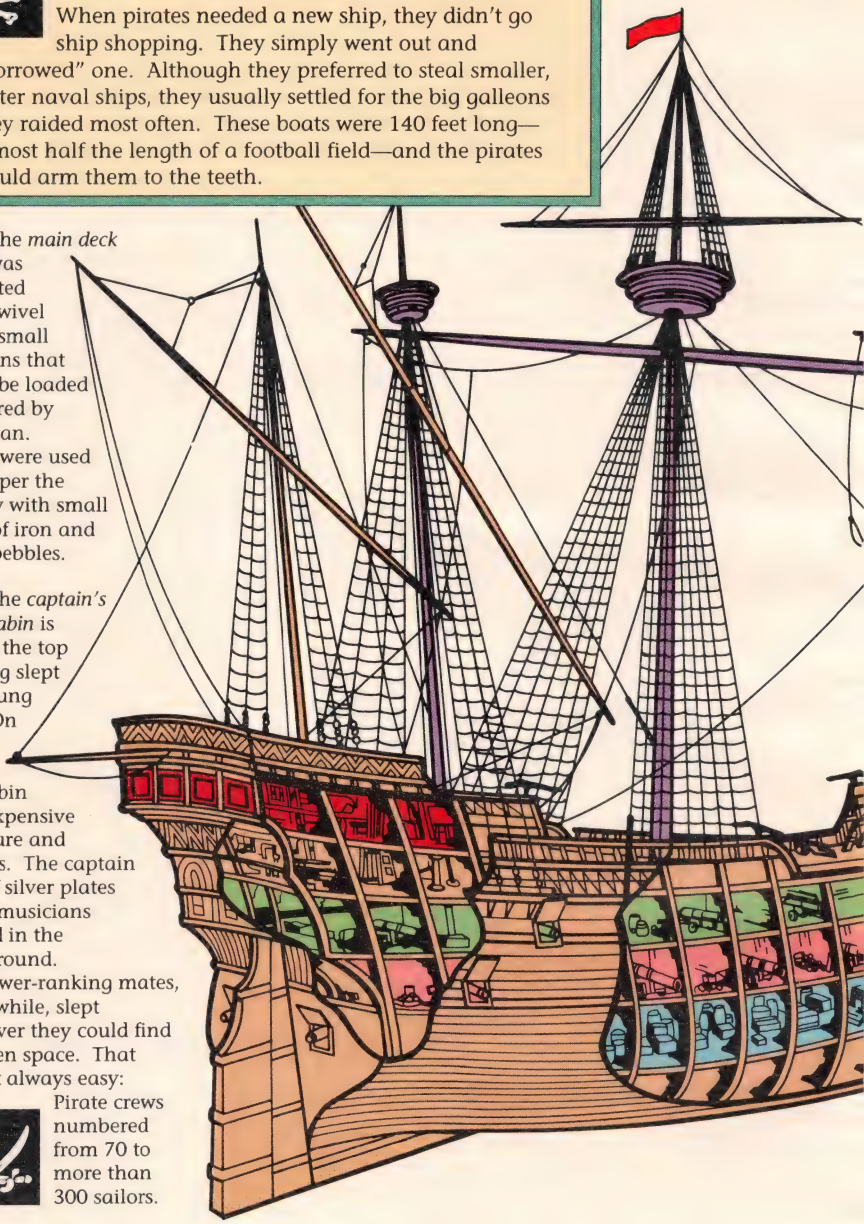
ILLUSTRATION: STEVEN STEWART

SHIPS AHOY!

When pirates needed a new ship, they didn't go ship shopping. They simply went out and "borrowed" one. Although they preferred to steal smaller, faster naval ships, they usually settled for the big galleons they raided most often. These boats were 140 feet long—almost half the length of a football field—and the pirates would arm them to the teeth.

The *main deck* was mounted with swivel guns, small cannons that could be loaded and fired by one man. These were used to pepper the enemy with small balls of iron and even pebbles.

The *captain's cabin* is where the top sea dog slept and hung out. On one ship, the cabin had expensive furniture and carpets. The captain ate off silver plates while musicians played in the background. The lower-ranking mates, meanwhile, slept wherever they could find an open space. That wasn't always easy: Pirate crews numbered from 70 to more than 300 sailors.



Pirates used flags to let other ships know what they wanted. A red banner, or Red Jack, was a call to surrender peacefully. The Jolly Roger, on the other hand, meant "no mercy!" Each pirate captain had his own Jolly Roger—usually a black flag decorated with skulls, crossbones and other symbols of death.

Galleons had three masts that carried the three-cornered sails called *lateens.* The *foremast* and *mainmast* each carried two or three sails, and the *mizzenmast* had one or two. On top of each mast was a *crow's nest,* where a pirate could spy new targets from miles away.

Pirates used a grapnel to "fish" for enemy ships. It was tied to a rope and hooked to an enemy ship. Then the pirates would reel the ship in and pile aboard. (Not shown.)

The *gun deck* held the big guns, cannons that could fling 68-pound iron balls more than half a mile. It took several sailors nearly four minutes to clean, load and fire one ball.

Below deck, in the *cargo hold,* pirates packed their plunder. In one raid, Sir Francis Drake, a British privateer, hoarded 80 pounds of gold, 13 chests of silver coins, and *26 tons* of silver bars in his ship, the *Golden Hind.*

The hold also contained food and supplies. Before long voyages, sailors caught giant tortoises and flipped them on their backs. They'd survive for weeks and provide fresh meat long into the voyage.

—Bob Daily

ILLUSTRATION: STEVEN STEWART

Dirty Rotten Villains

And other fun stuff

BOOKS ON BUCCANEERS

The Ghost in the Noonday Sun, by Sid Fleischman.

Jack Holborn, by Leon Garfield.

Captain Butcher's Body, by Scott Corbett.

The Pirate Who Tried to Capture the Moon, by Dennis Haseley and Sue Truesdell.

The Not-so-Jolly Roger, by Jon Scieszka.

Seafaring Women, by Linda Grant Depauw.

MOVIE PIRATES

Treasure Island, The Swiss Family Robinson, Hook

Write to these museums for more information on pirates:

The Louisiana State Museum
Jean Lafitte Information
c/o Claire Brown
P.O. Box 2448
New Orleans, LA 70176

San Diego Maritime Museum
Craig Arnold
1306 North Harbor Drive
San Diego, CA 92101

AHOY MATEYS!

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The FIRST BUCCANEER

DID NOT! I PARRIED! I'M A FEROCIOUS AND TERRIBLE PIRATE!
HA! GOT YOU!
NO, I AM!
ANNABELLE! LUCIEN! GIVE YOURSELVES A REST! KEEP YOUR OLD GREAT-GRAMPA COMPANY!
TELL US A STORY, GREAT-GRANDPAPA!
YES! TELL US A STORY ABOUT PIRATES!
PIRATES, EH? SUPPOSE I TELL YOU ABOUT PIERRE LEGRAND... THE BRAVEST, CLEVEREST PIRATE WHO EVER LIVED...?

WRITER: WILLIAM F. MESSNER-LOEBS PENCILS: TOM MANDRAKE INKS: JAN DUURSEMA LETTERING: JOHN COSTANZA COLORING: MICHELE WOLFMAN

IT STARTED, AS SO MANY THINGS DO, WITH A BAD LAW.

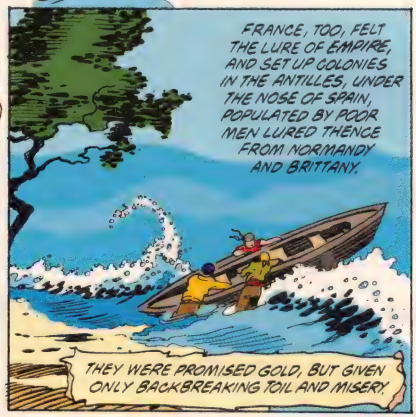
IT DECLARED THAT THE WORLD WAS TO BE DIVIDED BETWEEN SPAIN AND PORTUGAL.

THIS MADE THE ATLANTIC OCEAN A SPANISH POND.

THOUSANDS OF POUNDS OF GOLD AND SILVER WERE RIPPED FROM THE THE NEW WORLD TO PAY THE DEBTS OF THE OLD.

FRANCE, TOO, FELT THE LURE OF EMPIRE, AND SET UP COLONIES IN THE ANTILLES, UNDER THE NOSE OF SPAIN, POPULATED BY POOR MEN LURED THENCE FROM NORMANDY AND BRITTANY.

THEY WERE PROMISED GOLD, BUT GIVEN ONLY BACK-BREAKING TOIL AND MISERY.



MANY ESCAPED.

THESE MEN BECAME HUNTERS ON TORTUGA AND HAITI, COOKING MEAT OVER A BOUCAN... A NATIVE GRILL.

THEY WERE CALLED BOUCAN-IERS.

UNTIL THE SPANISH, WHO STILL CLAIMED THE NEW WORLD, FOUND OUT THEY WERE THERE.

AS EASILY AS BRUSHING AWAY FLIES, THESE MEN WERE ONCE AGAIN HOMELESS.
THUS SEVERAL HUNDRED SOULS WERE CAST UPON THE SEA AND AMONGST THEM WERE PIERRE LEGRAND AND HIS 28 COMPANIONS.
THE YEAR WAS 1635 A.D.
I'M HUNGRY!
I'M THIRSTY!
I HATE ROWING!
THE BOAT'S LEAKING!
PIERRE! WE CALL YOU 'LEGRAND' BECAUSE OF YOUR BIG IDEAS! BUT THIS!
YOU TOLD US TO BE SEA ROVERS! YOU SAID WE'D BE RICH!
I SAID WE'D MAKE MONEY IF WE EVER FOUND A SHIP! WHO'D THINK THERE WERE NO SHIPS WITHIN...?
WAIT... LOOK!

IT'S A SPANISH TREASURE GALLEON!
IT MUST'VE BEEN SEPARATED FROM A CONVOY!
IT'S THE SIZE OF A MOUNTAIN!

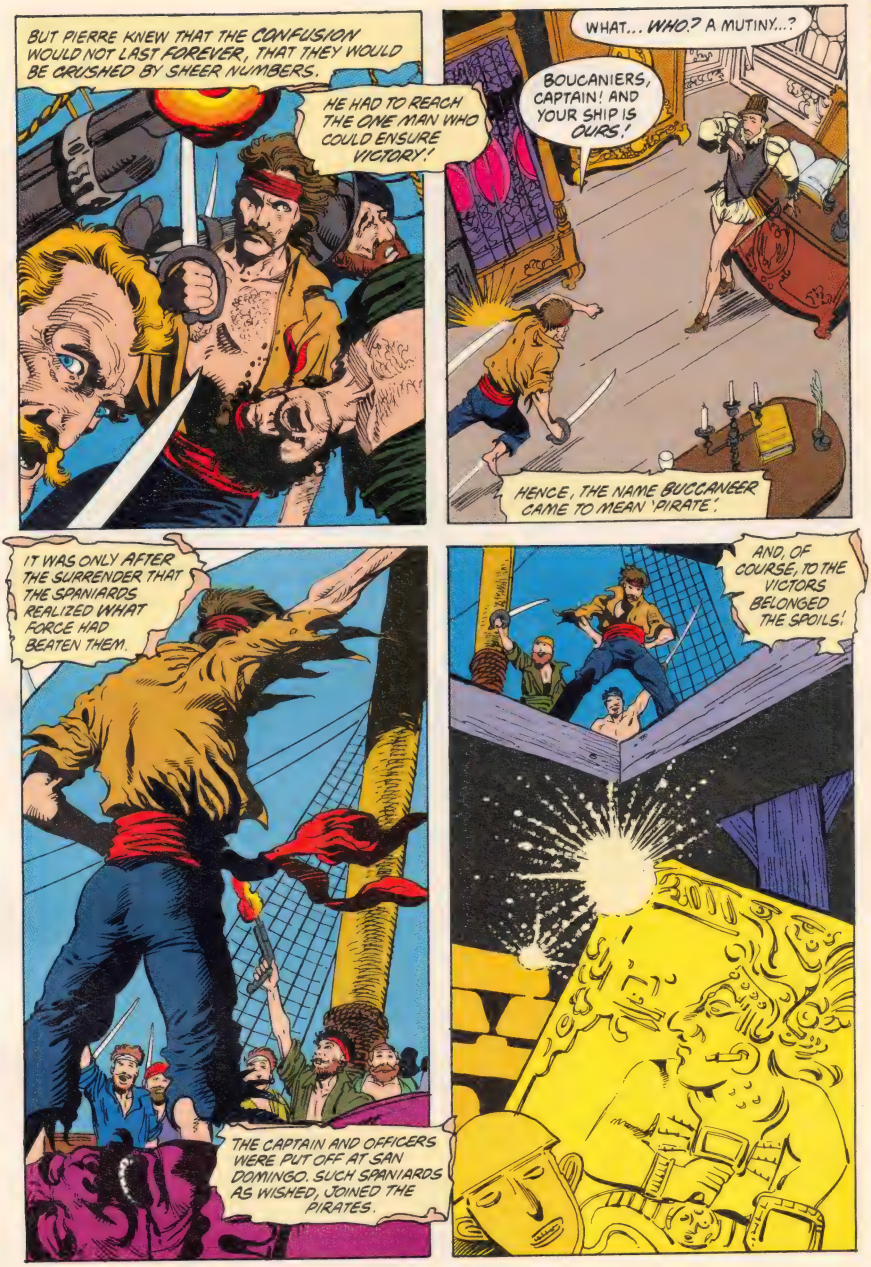
CAPTAIN! DO YOU SEE THAT BOAT? IT MAY BE PIRATES!
INDEED? AND WHAT OF IT?

LOOK AT THE TRAMPS! WILL THEY SINK US WITH THEIR MANY CANNONS?
WE CAN REPEL A SHIP OUR OWN SIZE... LET ALONE THAT THING!
I'M GOING BELOW TO PLAY CARDS! DON'T BOTHER ME FOR A TRIFLE.

THEY'LL SINK US FOR A LARK.
MAYBE WE CAN PADDLE AWAY BEFORE THEY NOTICE!
NO.

WE HAVE TO TAKE THAT SHIP.
YOU'RE MAD, PIERRE!
NO, THE MADNESS IS TO STAY HERE, TO DIE OF HUNGER AND THIRST!
WE MUST SWEAR AN OATH OF COURAGE ON OUR LAST COIN... NO RETREAT! ONLY VICTORY!
WE SWEAR, PIERRE!
THERE ARE HUNDREDS OF MEN ON THAT SHIP! THEY WON'T EXPECT US TO ATTACK!
TRUE. I DON'T EXPECT IT. IT'S SUICIDE!
ONLY IF WE FAIL!
SHARRCCHH
YOU...YOU SANK OUR BOAT...
THEN LET'S GET ANOTHER!

AND SO IT BEGAN.
AS PIERRE HAD GUESSED, THE CREW WAS SLEEPY IN THE MIDDAY SUN...
UNWARNED AND LARGELY UNARMED...
PANIC ENSUED. IT MUST HAVE SEEMED LIKE THESE HAIRY, SCREAMING, BRONZED DEMONS MATERIALIZED FROM THE EMPTY AIR!


BUT PIERRE KNEW THAT THE CONFUSION WOULD NOT LAST FOREVER, THAT THEY WOULD BE CRUSHED BY SHEER NUMBERS.
HE HAD TO REACH THE ONE MAN WHO COULD ENSURE VICTORY!
WHAT... WHO? A MUTINY...?
BOUCANIERS, CAPTAIN! AND YOUR SHIP IS OURS!
HENCE, THE NAME BUCCANEER CAME TO MEAN 'PIRATE'.
IT WAS ONLY AFTER THE SURRENDER THAT THE SPANIARDS REALIZED WHAT FORCE HAD BEATEN THEM.
THE CAPTAIN AND OFFICERS WERE PUT OFF AT SAN DOMINGO. SUCH SPANIARDS AS WISHED, JOINED THE PIRATES.
AND, OF COURSE, TO THE VICTORS BELONGED THE SPOILS!

WHAT HAPPENED THEN, GREAT-GRAMPA ?
AS NEWS OF THIS EXPLOIT SPREAD, POOR AND DESPERATE MEN FROM ALL OVER EUROPE SCRAMBLED TO BECOME PIRATES...
WHY, PIERRE SAILED TO FRANCE, TO HIS HOMETOWN, DIEPPE, WHERE, LIKE A WISE PIRATE, HE RETIRED... A RICH MAN.
HOOK, KIDD, BONNEY, AVERY... MOST CAME TO A BAD END, BUT SPAIN WAS WOUNDED, A WOUND THAT WOULD NOT HEAL...
FOR WHEN MEN ARE OPPRESSED, THEY LIVE AS THEY MUST TO SURVIVE.
YOUR NAME IS PIERRE, GREAT-GRAMPA! ARE YOU A PIRATE ?
ME? A PIRATE ? WHAT AN IMAGINATION YOU HAVE, LITTLE ONE !
COME ALONG. WE CAN'T BE LATE FOR SUPPER!
END

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CYBER
KIDTECH AND SCIENCE

Dream On!

Your brain never shuts down... even when you sleep

Remember that dream you had when you thought you were falling? Or the one where you kept trying to call out to someone, but no sound came out of your mouth? Or how about that dream where you were having fun back at the place where you spent your summer vacation?

Everybody dreams. Although a lot of people don't always remember their dreams, we all dream about three to five times a night. (By the end of your life, you'll have spent almost six years dreaming!)

Your dreams change as you get older and your brain grows. Think back to when you were four or five years old: Your dreams were probably more like a slide show, with still pictures of animals like ducks,

cows or maybe a gorilla.

When you were six or seven, you started to see action and people in your dreams. Strangely, though, *you* were almost never in your dreams—at least until you turned eight or nine. At that age, you began dreaming the way an adult does. From that time on, you became the star of your dreams!

Your brain is a kind of nonstop movie theater—but the "movies" it plays are your dreams.

Scientists don't really know why we dream. Some say dreams happen because the brain can't shut down, even while you're asleep. So certain brain cells stay "switched on" while the others take a break.

When the brain cells that are in charge of sight or touch turn on, you "see" and "feel" dreams as if you were awake. In a way, your brain is a kind of nonstop movie theater—but the "movies" it plays are your dreams.

ILLUSTRATION: MERCEDES MCDONALD

Other scientists say dreams are your mind's way of helping you work out problems or deal with uncomfortable feelings. Scary thoughts you try to avoid during the day may pop up in your dreams, when your sleepy brain is less able to stop them.

You can also have bad dreams if you eat too much before you go to sleep (or eat something you're allergic to). High fevers and going without sleep for awhile can also cause nightmares.

Some people say that what you eat before bedtime can affect your dreams. If you have a bedtime snack, don't eat sugar—it can make you anxious, and that can cause bad dreams. Instead, try eating some sugar-free peanut butter, a piece of cheese or a hard-boiled egg—or drinking a glass of milk.

Then close your eyes and hope for...sweet dreams!

—Cynthia Lollar

Do Animals Dream?

If you've ever watched a dog sleep, you've probably seen it move its legs as if it's running. Is the dog dreaming of chasing rabbits or running after a car?

No one knows—but scientists have discovered that almost all mammals and birds seem to dream. (The only mammal that doesn't is the spiny anteater.)

Every animal spends a different amount of time dreaming, depending on how long it lives. Elephants live a long time and tend to dream every two hours. White field mice, however, have a shorter lifespan and dream every three to four minutes. (Humans dream about every hour and a half.)

Sleepwalking

What's behind those nighttime strolls

Nine-year-old Helene was worried about her diving lesson as she got ready for a practice jump into the swimming pool. But her mother stopped her from taking the leap. Why?

"I was sleepwalking," laughs Helene Emsellem, who grew up and became a scientist who studies people with sleep problems. "Mom found me standing on the edge of my bed, ready to jump."

Sleepwalkers aren't really dreaming, says Emsellem. Dreaming takes place during one stage of sleep, when the brain cells that help you move your muscles are switched off. Sleepwalking takes place in a deeper stage of sleep when, for some reason, the brain cells in charge of movement turn on again.

Most sleepwalkers are kids who outgrow the habit by the time they're teenagers. Sleepwalkers often ramble to the refrigerator, or start dressing as if they're getting ready for school.

Rather than waking sleepwalkers, you should simply guide them back to bed. "Usually, they'll just fall right back into a deep sleep," Emsellem says, adding, "The next morning, they won't remember a thing."

—*C.L.*

A whale's eyeball can't move. To change its line of sight, a whale has to move its whole huge body.
If you cut a starfish into large chunks, each piece would grow back into an entire starfish.
About 65 percent of your body is water.
ILLUSTRATION STEVEN STEWART

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DA012

THE RACE

The Best Video Games of 1991

Millions of little video guys have been bonking, zapping and zipping across your game screen this year. Here are DISNEY ADVENTURES' choices for the champs of 1991.

IS ON!

Nintendo

The Simpsons: Bart vs. the Space Mutants This is more than just a shoot-'em-up action game. To get to higher levels, you and Bart have to plan out your strategy. Don't have a cow, dude.

Star Wars This game's special effects are almost as good as the movie itself. The animation is a lot better than in past games. But C3PO is still a nerd.

Battletoads This game leapfrogs over the rest for sound and graphics. The scenes are realistic right down to the toads' shadows and the thud of alien monsters hitting the dirt.

Where in Time Is Carmen Sandiego? You may get stumped with this game, but you'll never get bored. There are 80 different missions, so you can play time and time again.

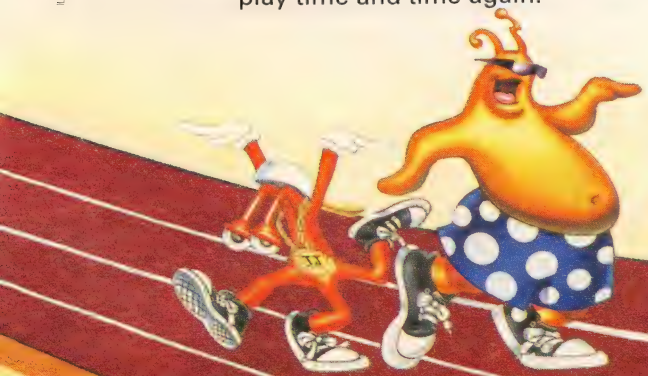


ILLUSTRATION: STEVE SMALLWOOD

Super NES

Super Mario World This is one of the first games on the new system, and the 16-bit game makes all the difference in the Mario World. Mario has new powers: If he goes underwater, he turns into a Mario-fish. If he flies, he sprouts a giant cape. We think it's worth every bit.

Lakers vs. Celtics & the NBA Playoffs You're not just controlling Joe Basketball here. You're calling the shots on guys like Magic Johnson. Plus great sound effects like the referee's voice, the whistle and roar of the crowd cheering you on.

Sega Genesis

Sonic the Hedgehog Bored with slow-moving games? You'll think you hit a sonic boom with this one. You can set the speed anywhere from tiny trot to warp nine. Sonic the Hedgehog also has one of the largest playing fields of any game.

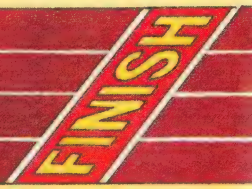
Toe Jam & Earl These guys win a best-of mention on the goofy factor alone. Get a load of Earl trying to do the hula!

NEC TurboGrafx-16

Bonk's Revenge This little guy deserves the prize for using his head. And now, Bonk not only knocks with his noggin—he can fly.

Sherlock Holmes Consulting Detective This compact disc video game wins the first-on-the-block prize for mixing computer characters with real people. You use the clues to help Sherlock solve one of a dozen different mysteries.

—Jason Rich



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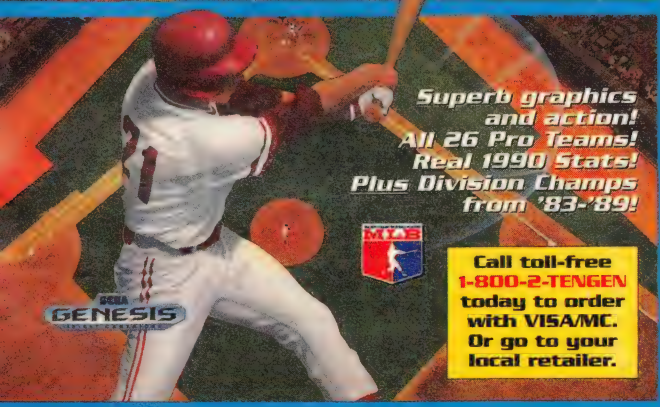
PIT-FIGHTER

Digitized graphics of live action for the meanest, nastiest, hand-to-hand combat!

RoadBlasters

Drive a super performance car on a highway where the only law is survival!



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MLAB

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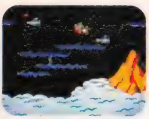
R.B.I. 3 BASEBALL

Just plane fun.

You'll have to do some fancy flying, because bubbles mean trouble on the high seas.



Hey! Thunderstorms and mountaintops are dangerous enough, but sharks in the sky? Crazy!

Every balloon you pop with your air foil means valuable points.

If you love TaleSpin on T.V., this video game will be the flight of your life. The ups and downs come faster than you can say Mini Sea Duck, as Baloo and sidekick Kit Cloudkicker fly their trusty plane to pick up and deliver valuable cargo. But danger lurks behind every cloud with Don Karnage's pirate gang, who'll do anything to mess them up. Make sure you're first for takeoff when TaleSpin lands at your store.

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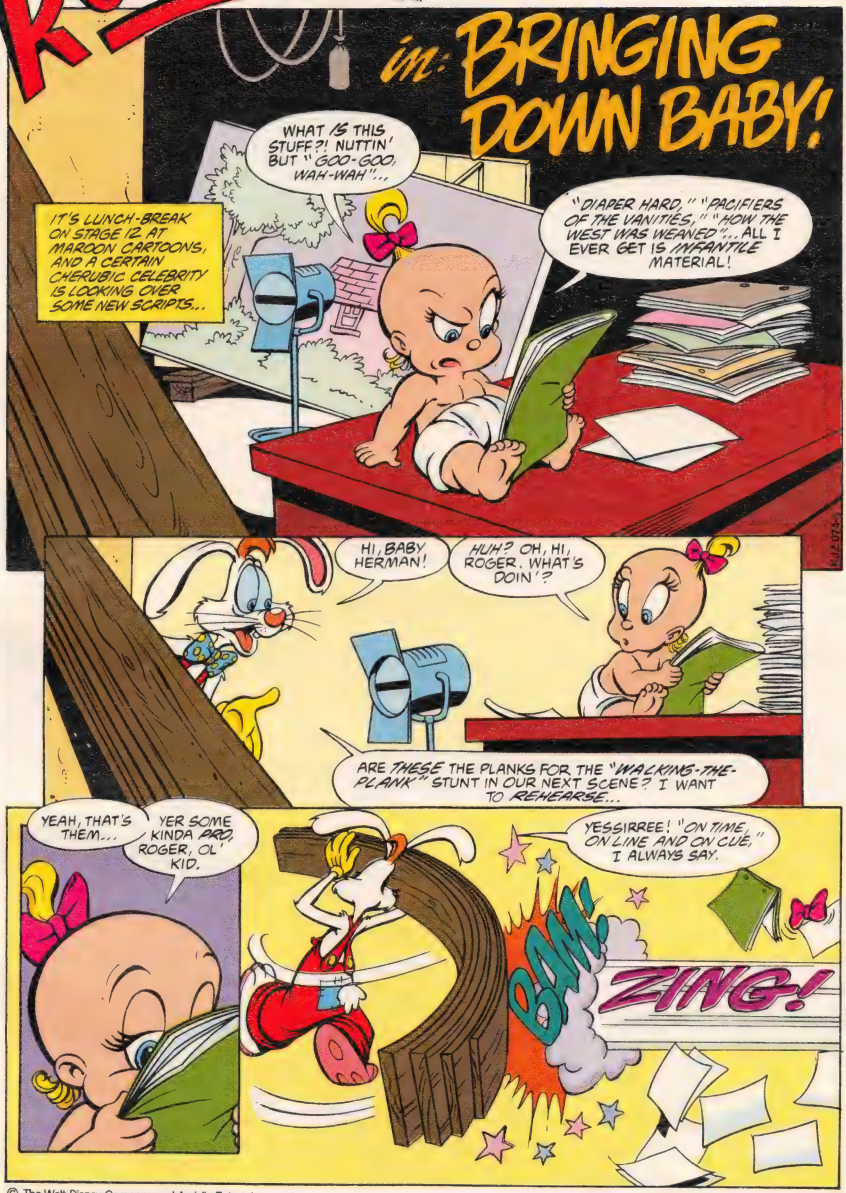
ROGER RABBIT™ in: BRINGING DOWN BABY!


IT'S LUNCH-BREAK ON STAGE 12 AT MAROON CARTOONS, AND A CERTAIN CHERUBIC CELEBRITY IS LOOKING OVER SOME NEW SCRIPTS...
WHAT IS THIS STUFF?! NUTTIN' BUT "GOO-GOO, WAH-WAH"...
"DIAPER HARD," "PACIFIERS OF THE VANITIES," "HOW THE WEST WAS WEANED"... ALL I EVER GET IS INFANTILE MATERIAL!
HI, BABY HERMAN!
HUH? OH, HI, ROGER. WHAT'S DOIN'?
ARE THESE THE PLANKS FOR THE "WALKING-THE-PLANK" STUNT IN OUR NEXT SCENE? I WANT TO REHEARSE...
YEAH, THAT'S THEM...
YER SOME KINDA PRO, ROGER, OL' KID.
YESSIRREE! "ON TIME, ON LINE AND ON CUE," I ALWAYS SAY.
BAM!
ZING!

WRITER: DOUG RICE PENCILS: JOHN COSTANZA INKS: DAVE HUNT LETTERING: JOHN COSTANZA COLORING: JANI PARKER

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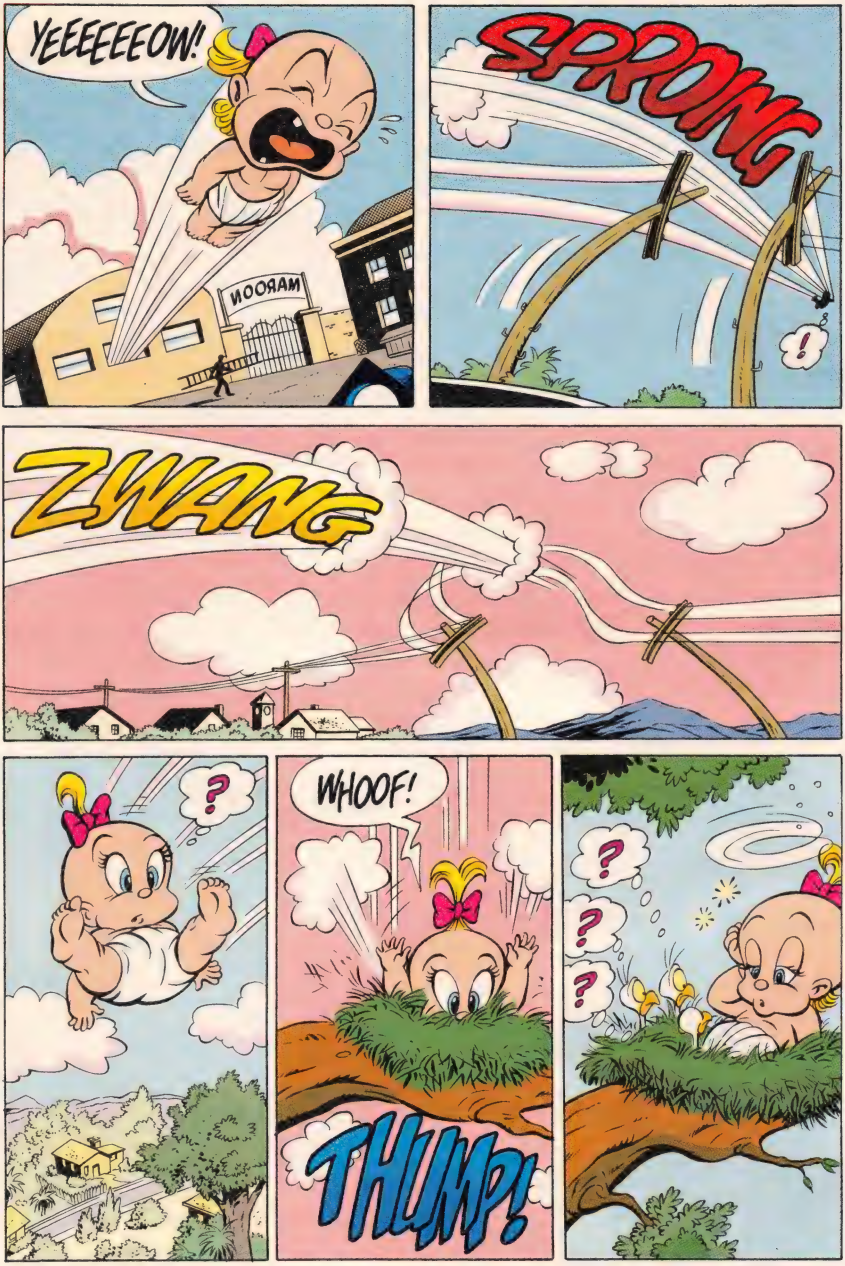
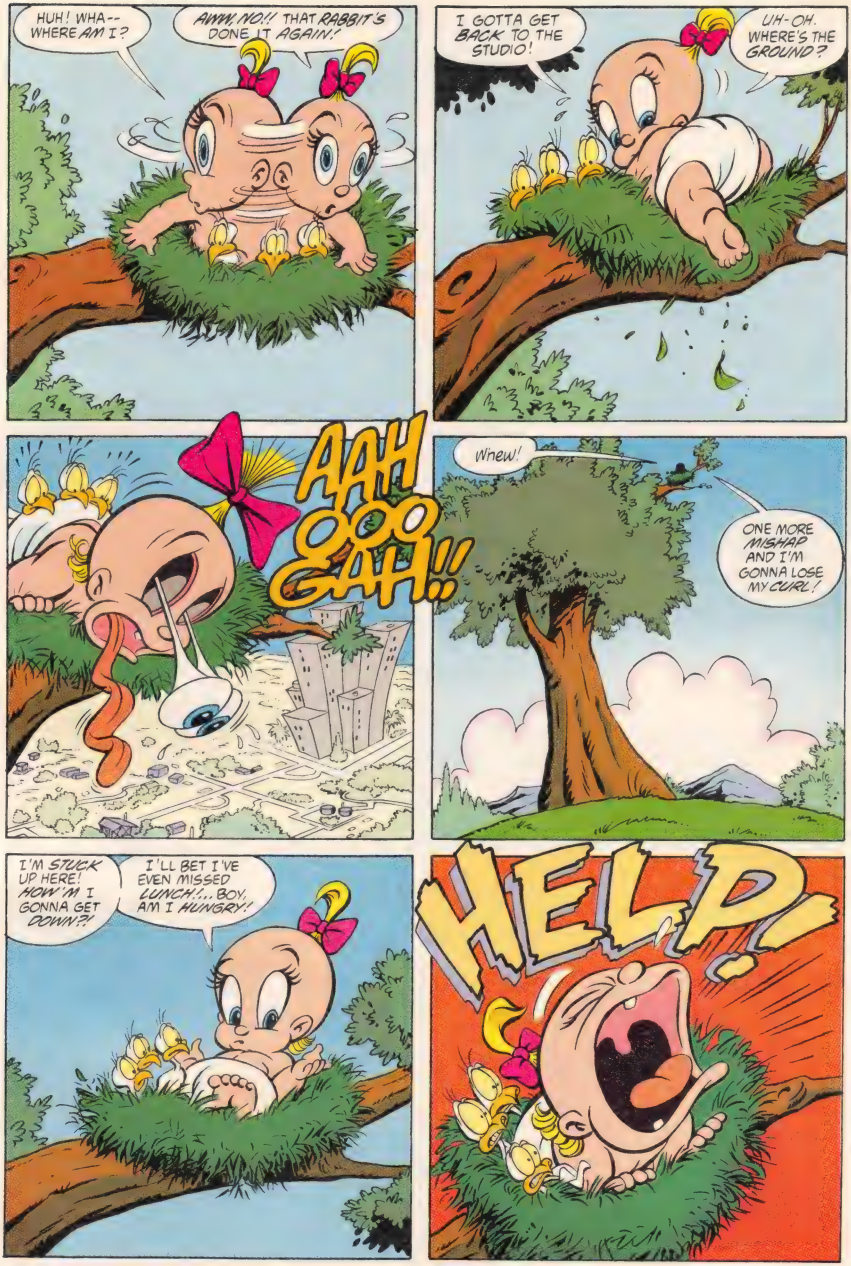
Based on characters created by Gary K. Wolf


YEEEEEEOW!
MAROON
SPRONG
!
ZWANG
?
WHOOF!
THUMP!
?
?
?


HUH! WHA-- WHERE AM I?
AWW, NO!! THAT RABBIT'S DONE IT AGAIN!
I GOTTA GET BACK TO THE STUDIO!
UH-OH. WHERE'S THE GROUND?
AAH OOO GAH!!
Whew!
ONE MORE MISHAP AND I'M GONNA LOSE MY CURL!
I'M STUCK UP HERE! HOW'M I GONNA GET DOWN?!
I'LL BET I'VE EVEN MISSED LUNCH!... BOY, AM I HUNGRY!
HELP!

FLUTTER! FLUTTER!
--ELP ?!
PEEP! PEEP! PEEP!
WHA-- GULP!
!!!
HOW CAN TWEETY EAT THIS STUFF?
HEY! WHOOP!
WELL, AT LEAST I'M HEADED IN THE RIGHT DIRECTION.
WHACK!
UMPF!
PTUI.
Yipeee!

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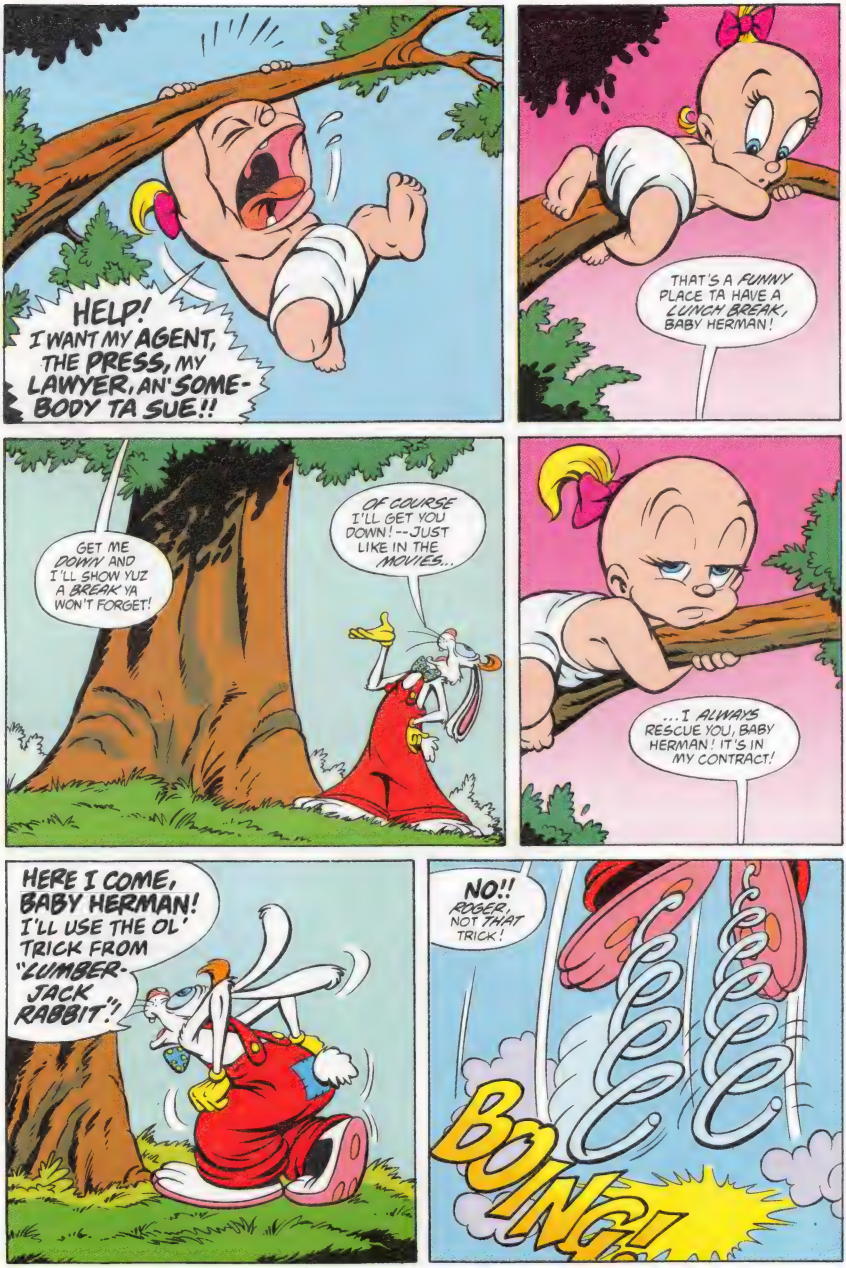
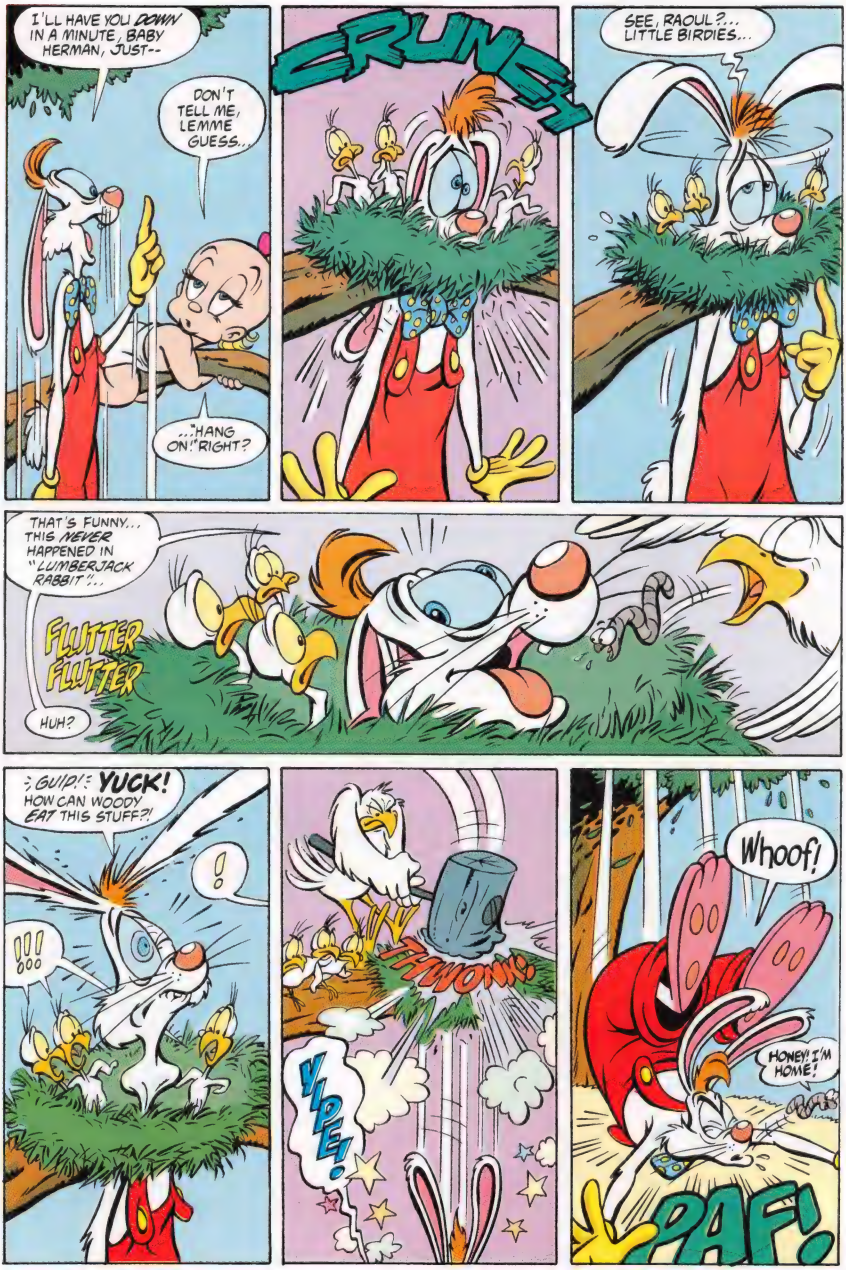
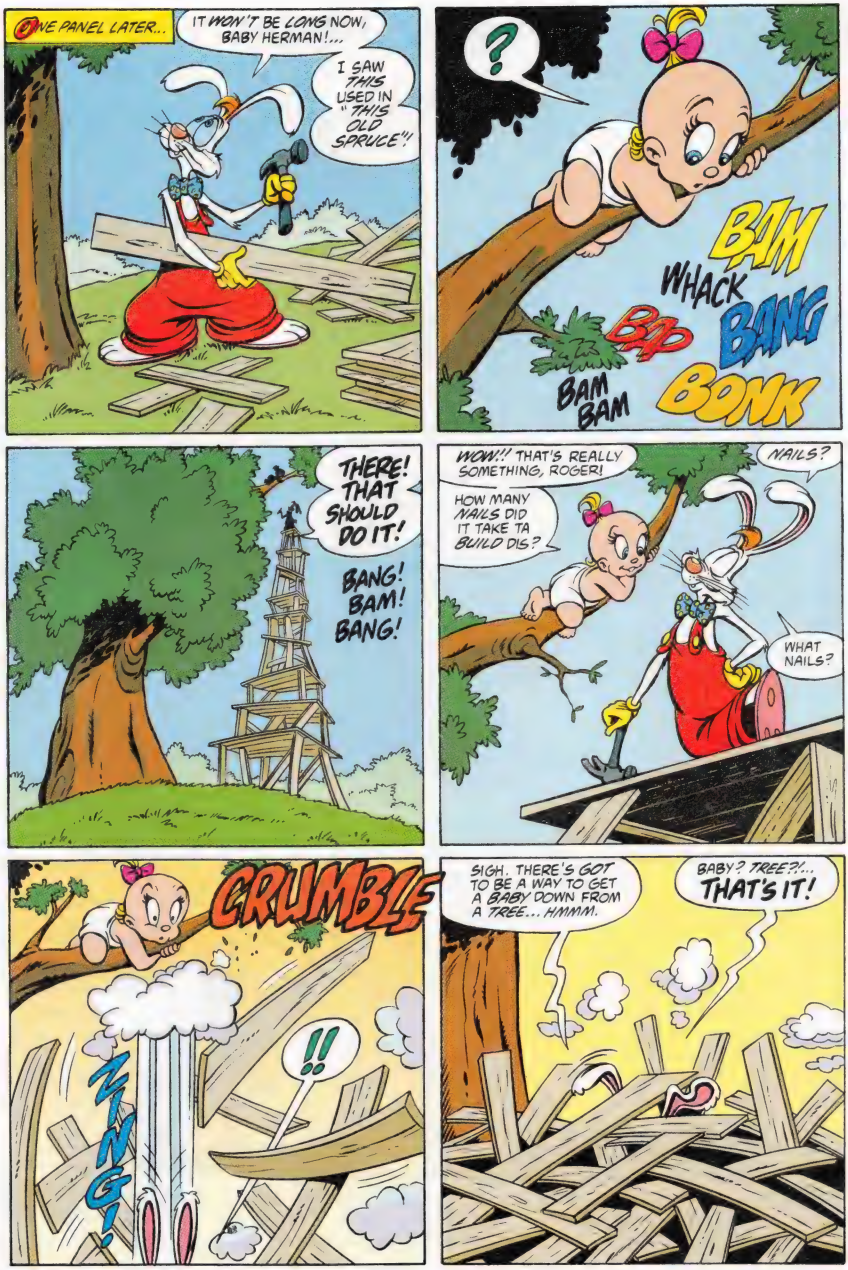
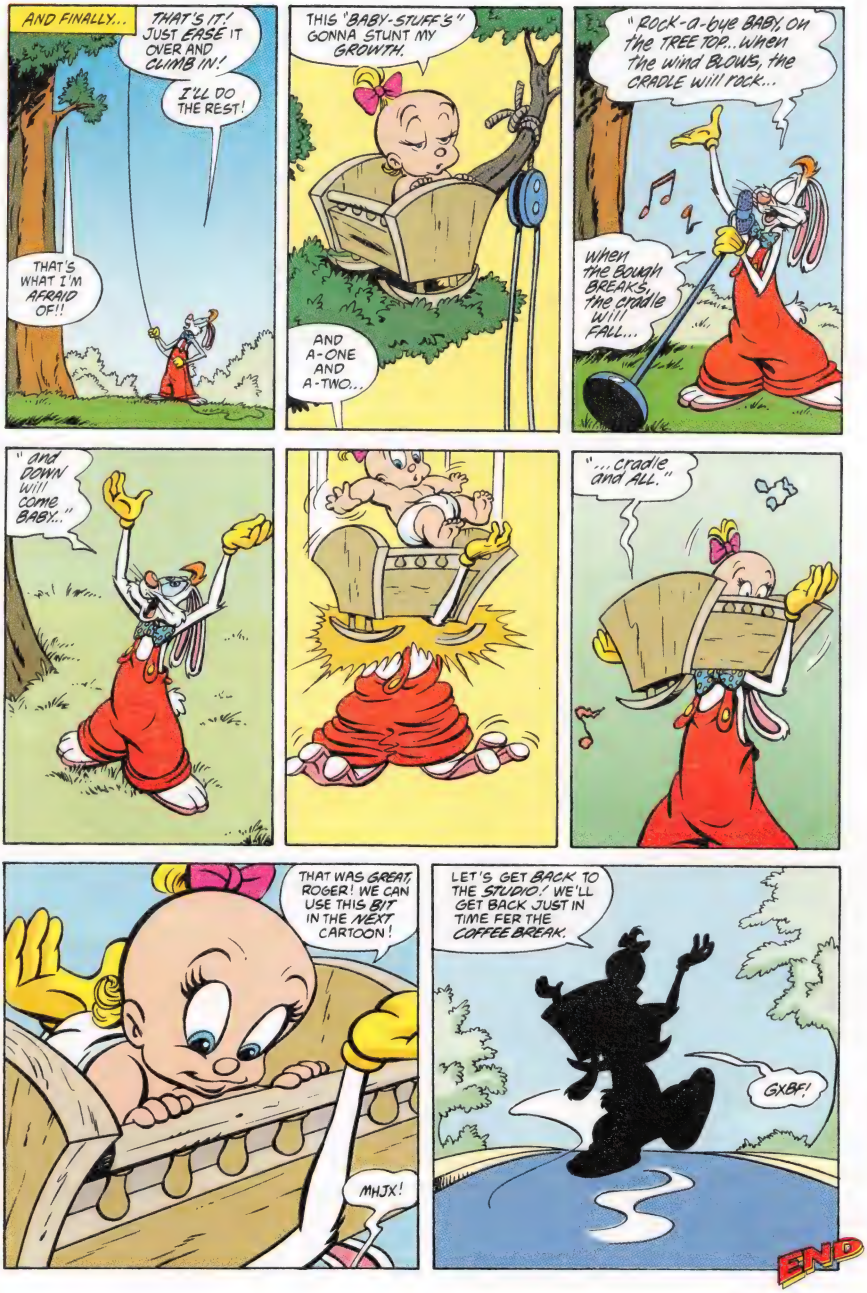

HELP! I WANT MY AGENT, THE PRESS, MY LAWYER, AN' SOME-BODY TA SUE!!
THAT'S A FUNNY PLACE TA HAVE A LUNCH BREAK, BABY HERMAN!
GET ME DOWN AND I'LL SHOW YUZ A BREAK YA WON'T FORGET!
OF COURSE I'LL GET YOU DOWN! --JUST LIKE IN THE MOVIES..
...I ALWAYS RESCUE YOU, BABY HERMAN! IT'S IN MY CONTRACT!
HERE I COME, BABY HERMAN! I'LL USE THE OL' TRICK FROM "LUMBER-JACK RABBIT"!
NO!! ROGER, NOT THAT TRICK!
BOING!


I'LL HAVE YOU DOWN IN A MINUTE, BABY HERMAN, JUST--
DON'T TELL ME, LEMME GUESS...
...HANG ON!" RIGHT?
CRUNCH
SEE, RAOUL?... LITTLE BIRDIES...
THAT'S FUNNY... THIS NEVER HAPPENED IN "LUMBERJACK RABBIT"...
FLUTTER FLUTTER
HUH?
;GULP!; YUCK! HOW CAN WOODY EAT THIS STUFF?!
!!!
!
THWONK!
YIPE!
Whoof!
HONEY! I'M HOME!
PAF!


ONE PANEL LATER...
IT WON'T BE LONG NOW, BABY HERMAN!...
I SAW THIS USED IN "THIS OLD SPRUCE"!
?
BAM
WHACK
BANG
BAM BAM
BONK
THERE! THAT SHOULD DO IT!
BANG! BAM! BANG!
WOW!! THAT'S REALLY SOMETHING, ROGER!
NAILS?
HOW MANY NAILS DID IT TAKE TA BUILD DIS?
WHAT NAILS?
CRUMBLE
!!
ZING!
SIGH. THERE'S GOT TO BE A WAY TO GET A BABY DOWN FROM A TREE... HMMM.
BABY? TREE?!... THAT'S IT!


AND FINALLY...
THAT'S IT! JUST EASE IT OVER AND CLIMB IN!
I'LL DO THE REST!
THAT'S WHAT I'M AFRAID OF!!
THIS "BABY-STUFF'S" GONNA STUNT MY GROWTH.
AND A-ONE AND A-TWO...
"ROCK-A-bye BABY, on the TREE TOP..When the wind BLOWS, the CRADLE will rock...
When the bough BREAKS, the cradle will FALL...
"and DOWN will come BABY..."
"...cradle and ALL."
THAT WAS GREAT, ROGER! WE CAN USE THIS BIT IN THE NEXT CARTOON!
MHJX!
LET'S GET BACK TO THE STUDIO! WE'LL GET BACK JUST IN TIME FER THE COFFEE BREAK.
GXBF!
END

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BOWL-O

It may be the only place where you're *supposed* to knock stuff over. And if you make some noise doing it, so much the better.

You got it: We're talking bowling.

More people bowl in America than play just about any other sport. After all, anybody can roll a ball across the floor. Whether you hit the pins is another story. But if you miss, no problem. The ball comes right back to you for another try.

The ancient Egyptians really liked to bowl. In fact, some of them even had themselves buried with their bowling balls.

The Germans bowled 1,700 years ago—in church. They used to lob balls at pins called kegels, which they pretended were devils. If you knocked the pins over, you got off the hook for being bad.

When people first started playing the game in America, they had "pinboys" who sat at the end of each lane. They scrambled around to reset

WHERE BUT A BOWLING ALLEY CAN YOU HAVE SUCH A BANG-UP TIME?

O-RAMA

the pins after every play. They also scrambled around to avoid getting blasted by the 16-pound balls coming at them. Today's machines reset the pins; some even help keep score.

Keeping score in bowling is easy. You get two rolls in each turn, called a "frame." If you don't knock over all the pins on the first roll, you get a second chance. Knock them all down on the first try and it's a strike. Flatten them all in two tries and it's a spare.

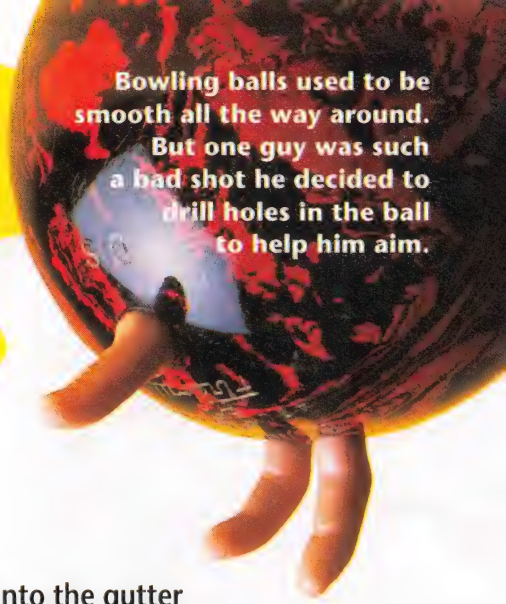
When you start out, though, don't be surprised if you end up in the gutter. That's what happens when the ball misses the pins completely. Get enough balls in the gutter and you'll be tempted to walk down the lane and shove those pins over yourself.

Be patient. Twelve-year-old Richard Daff, Jr. had his share of gutterballs. But he says he stuck with it, and in April 1990 he became the youngest person ever to bowl 10 strikes in a row. Richard bowled a "perfect game."

—Kelly Garrett

ILLUSTRATION: NED SHAW

Stuff to Spare



Bowling balls used to be smooth all the way around. But one guy was such a bad shot he decided to drill holes in the ball to help him aim.

alls that go into the gutter are called "poodles."

n a strong throw, bowling balls roll at speeds up to 35 miles per hour.

inners at bowling games in Europe used to get paid in chickens instead of money.

eftover pins from a spare are called "Grandma's teeth."

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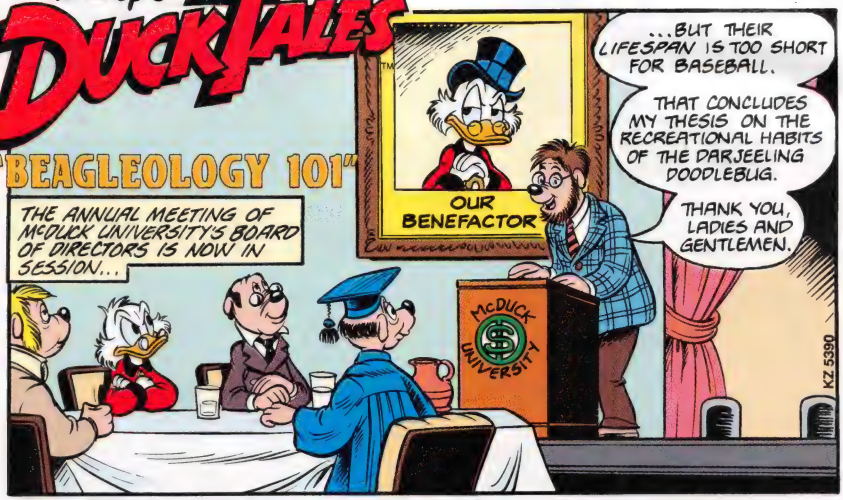
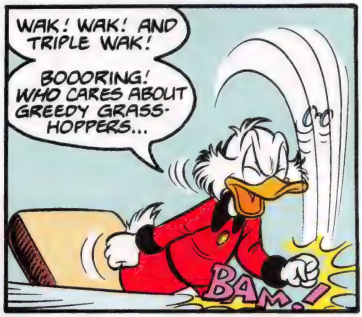
Disney's DuckTales

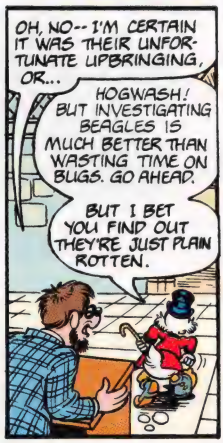
"BEAGLEOLOGY 101"


THE ANNUAL MEETING OF McDUCK UNIVERSITY'S BOARD OF DIRECTORS IS NOW IN SESSION...
OUR BENEFACTOR
McDUCK UNIVERSITY
...BUT THEIR LIFESPAN IS TOO SHORT FOR BASEBALL.
THAT CONCLUDES MY THESIS ON THE RECREATIONAL HABITS OF THE DARJEELING DOODLEBUG.
THANK YOU, LADIES AND GENTLEMEN.
KZ 5390

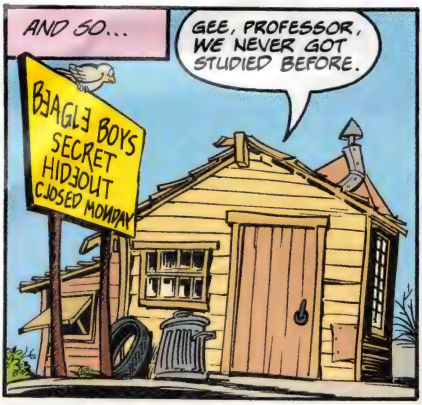
THAT WAS A, UHHH, RIVETING REPORT, SEYMOUR. WHAT WILL YOU STUDY NEXT?
A SUBJECT DEAR TO MY HEART, PROFESSOR. IT'S ENTITLED: "ARE GRASSHOPPERS GREEDY, OR DO THEY JUST ACT THAT WAY?"

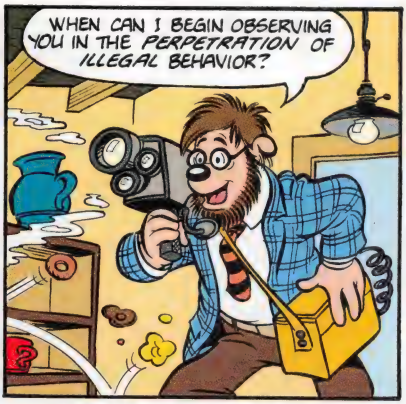


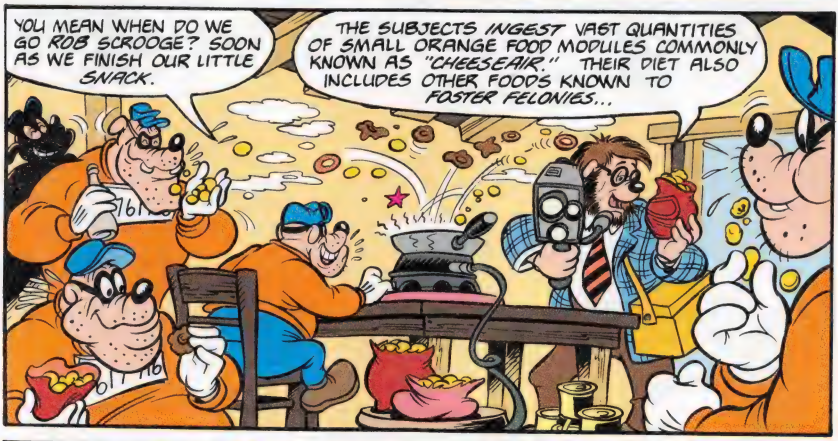
HOW ABOUT IF I PROVE THAT THE BEAGLE BOYS COMMIT CRIMES BECAUSE OF THEIR PSYCHOSOCIAL MILIEU AND...
THOSE HOODLIGANS ARE JUST PLAIN ROTTEN, PSYCHO-SOCIAL MILIEU-BAH!


OH, NO-- I'M CERTAIN IT WAS THEIR UNFORTUNATE UPBRINGING, OR...
HOGWASH! BUT INVESTIGATING BEAGLES IS MUCH BETTER THAN WASTING TIME ON BUGS. GO AHEAD.
BUT I BET YOU FIND OUT THEY'RE JUST PLAIN ROTTEN.

WRITER: JANET GILBERT PENCILS: A. USAL INKS: ROBERTO BAT LETTERING: CARRIE SPIEGLE COLORING: VALERIE DAL CHELE


AND SO...
GEE, PROFESSOR, WE NEVER GOT STUDIED BEFORE.
BEAGLE BOYS SECRET HIDEOUT
CLOSED MONDAY

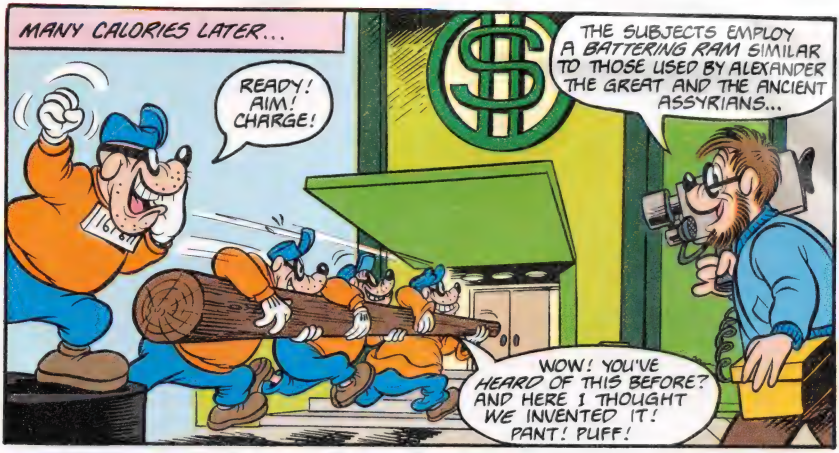

WHEN CAN I BEGIN OBSERVING YOU IN THE PERPETRATION OF ILLEGAL BEHAVIOR?

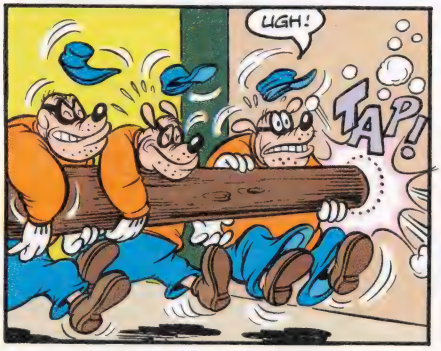

YOU MEAN WHEN DO WE GO ROB SCROOGE? SOON AS WE FINISH OUR LITTLE SNACK.
THE SUBJECTS INGEST VAST QUANTITIES OF SMALL ORANGE FOOD MODULES COMMONLY KNOWN AS "CHEESEAIR." THEIR DIET ALSO INCLUDES OTHER FOODS KNOWN TO FOSTER FELONIES...

HOLD IT! I THINK HE'S SAYIN' THIS STUFF MAKES US ACT NASTY!
CHEWIES
CRUNCH

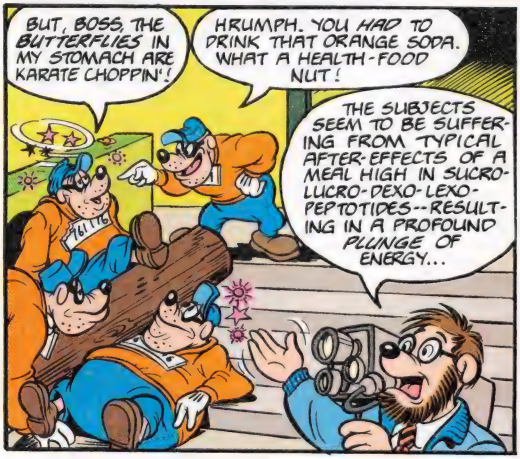
MEAN CUISINE! I LIKE IT! SECONDS ALL AROUND, MATES!

THE GUY'S GONNA WATCH US ALL THE TIME?
LET'S HAVE A LITTLE FUN WITH HIM WHILE HE DOES.


MANY CALORIES LATER...
READY! AIM! CHARGE!
THE SUBJECTS EMPLOY A BATTERING RAM SIMILAR TO THOSE USED BY ALEXANDER THE GREAT AND THE ANCIENT ASSYRIANS...
WOW! YOU'VE HEARD OF THIS BEFORE? AND HERE I THOUGHT WE INVENTED IT! PANT! PUFF!

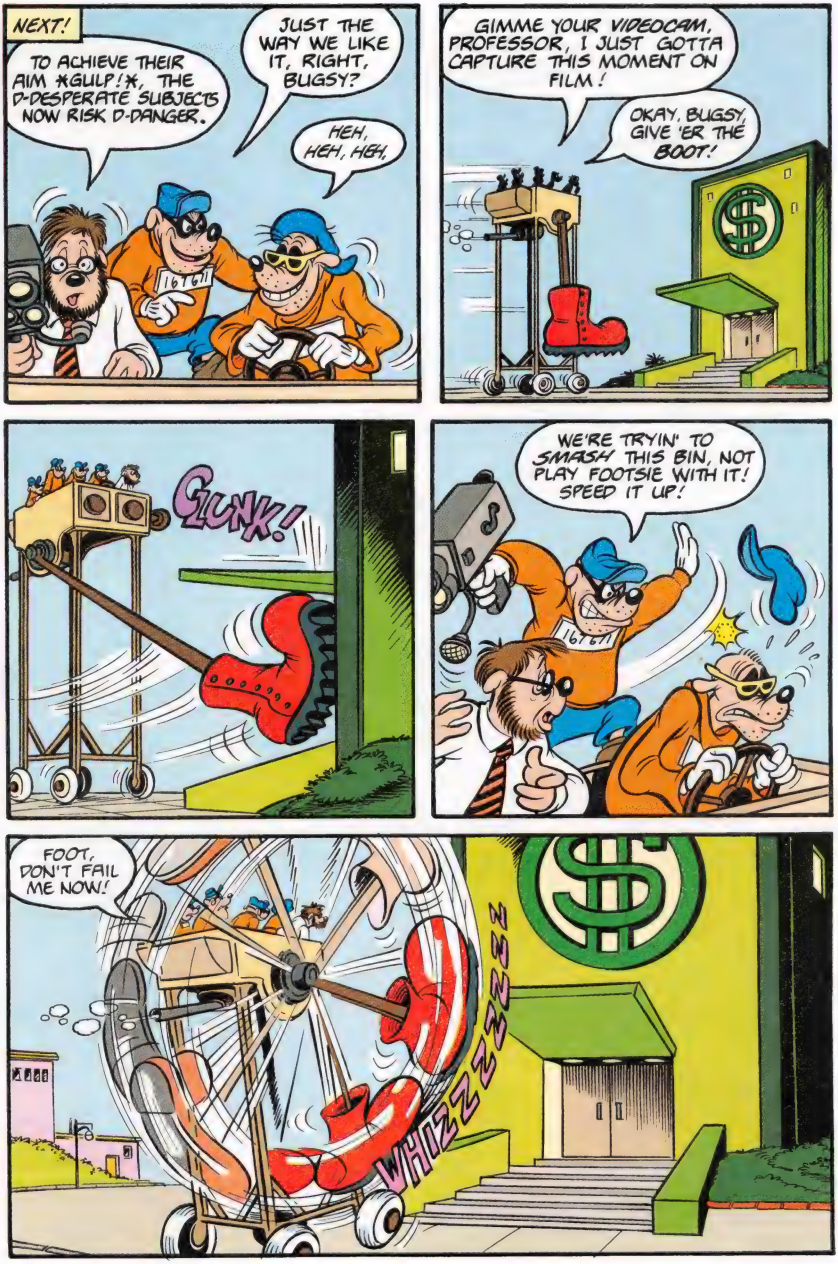

UGH!
TAP!

YOU CALL THAT BATTERING? LOOKS MORE LIKE BALLET DANCIN' TO ME, CHUMPS!


BUT, BOSS, THE BUTTERFLIES IN MY STOMACH ARE KARATE CHOPPIN'!
HRUMPH. YOU HAD TO DRINK THAT ORANGE SODA. WHAT A HEALTH-FOOD NUT!
THE SUBJECTS SEEM TO BE SUFFERING FROM TYPICAL AFTER-EFFECTS OF A MEAL HIGH IN SUCRO-LUCRO-DEXO-LEXO-PEPTOTIDES--RESULTING IN A PROFOUND PLUNGE OF ENERGY...

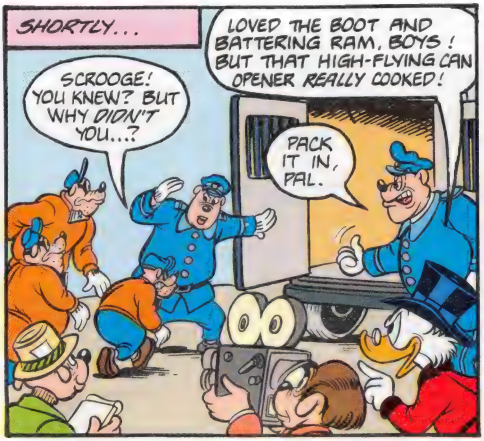
DID YOU SAY PLUMBER? WHAT AN INSPIRATION! COULD I TRY ON YOUR JACKET, PROFESSOR?
MAYBE SOME OF YOUR SMARTS WILL RUB OFF ON ME!
BLAH, BLAH, BLAH...WHA--? OH, OF COURSE. HERE... BLAH, BLAH...

IF AT FIRST YOU DON'T SUCCEED...
NEXT, THE SUBJECTS UTILIZE NEWTONIAN PHYSICS WITH A DEVICE COMMONLY KNOWN AS THE PLUMBER'S HELPER...
BOOOM!
PULL!
YANK!
JERK!
PULL!
YANK!
WHOA! NOW WE'RE REALLY PLUNGING!
POP!
THERE GOES ANOTHER GREAT IDEA DOWN THE DRAIN!
AFTER ANOTHER FUTILE ATTEMPT, THE SUBJECTS LIE CRUSHED AT THE FOOT OF DEFEAT...
FOOT? DA FEET? ANOTHER GREAT CONCEPT, PROF! BOYS, LET'S MAKE OUR NEXT CAPER A REAL KICK!
SAY, PROFESSOR, COULD WE BORROW YOUR SHOES A MINUTE? WE NEED 'EM FOR, UH, RESEARCH.
...BLAH, BLAH, BLAH, BLAH ...WHA-? OH, CERTAINLY, WHATEVER... BLAH, BLAH, BLAH...

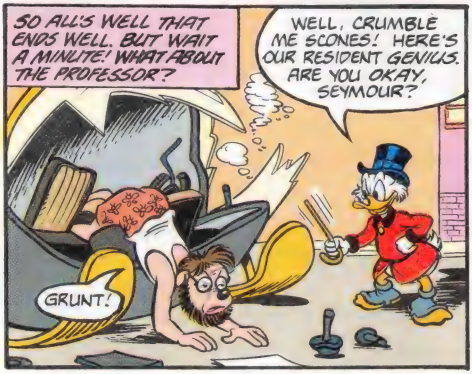

NEXT!
TO ACHIEVE THEIR AIM *GULP!*, THE D-DESPERATE SUBJECTS NOW RISK D-DANGER.
JUST THE WAY WE LIKE IT, RIGHT, BUGSY?
HEH, HEH, HEH.
GIMME YOUR VIDEOCAM, PROFESSOR, I JUST GOTTA CAPTURE THIS MOMENT ON FILM!
OKAY, BUGSY, GIVE 'ER THE BOOT!
CLUNK!
WE'RE TRYIN' TO SMASH THIS BIN, NOT PLAY FOOTSIE WITH IT! SPEED IT UP!
FOOT, DON'T FAIL ME NOW!
WHIZZZZZZ

TILT!
BOY! SOMEBODY'S ALWAYS KICKING US AROUND!
TELL ME ABOUT IT! I'M GETTING AN INFERIORITY COMPLEX!
PAINFULLY AWARE OF THEIR SHORTCOMINGS KOOF!K, THE SUBJECTS CONTINUE TO EVADE SELF-KNOWLEDGE...OUCH! EEEEEK!
THIS LATEST DEBACLE OPENS UP A WHOLE NEW CAN OF WORMS FOR THE SUBJECTS...
CAN OPENER? YEAH! BRAINIAC STRIKES AGAIN! WHAT A SHARP OPERATOR!
SOON...
BUT MR. BEAGLE, THIS SEEMS A TAD FOOLHARDY...
DON'T WORRY, PROFESSOR! BUSTIN' THAT BIN WILL BE LIKE OPENIN' A CAN OF BEANS!

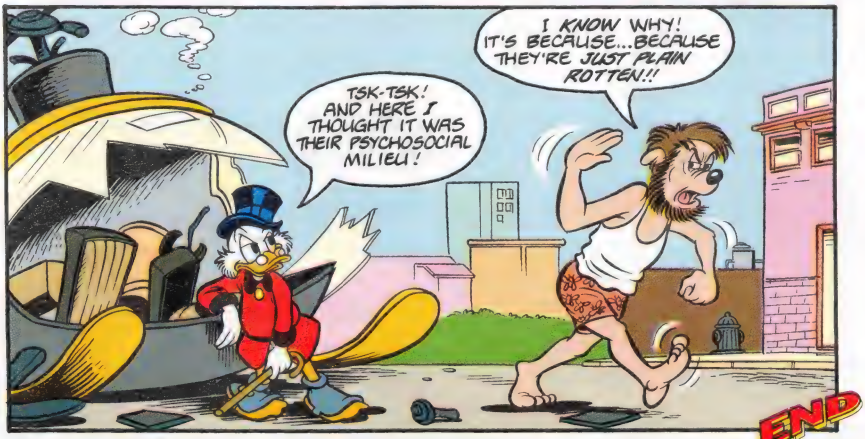
THIS WINDSHIELD'S ALL SMEARY! QUICK, PROFESSOR, GIMME SOMETHING TO WIPE IT OFF WITH!
WHIZZ WHIZZ WHIZZ
YOU'RE A GEM, PROFESSOR! LET ME KNOW IF YOU EVER WANT OUT OF THAT EGGHEAD RACKET.
WE'RE ALWAYS TAKIN' APPLICATIONS FOR NEW BEAGLES.
WHAT SHOODY MERCHANDISE! I KNEW WE SHOULDA SPRUNG EXTRA FOR A NAME-BRAND BLADE!
SCREEEEEEH
PASS ME YOUR GLASSES, PROFESSOR! THEN YOU WON'T HAVE TO LOOK!
EEEEEE


SHORTLY...
LOVED THE BOOT AND BATTERING RAM, BOYS! BUT THAT HIGH-FLYING CAN OPENER REALLY COOKED!
SCROOGE! YOU KNEW? BUT WHY DIDN'T YOU...?
PACK IT IN, PAL.

WHAT HIJINKS! THEY'LL MAKE A TERRIFIC TV SPOT! AND I FILMED IT ALL FOR FREE!
McDUCK MONEY BINS. HOME MODEL. BEAGLE TESTED.


SO ALL'S WELL THAT ENDS WELL. BUT WAIT A MINUTE! WHAT ABOUT THE PROFESSOR?
WELL, CRUMBLE ME SCONES! HERE'S OUR RESIDENT GENIUS. ARE YOU OKAY, SEYMOUR?
GRUNT!

SO WHAT'S THE VERDICT, LAD? WHY DO THE BEAGLES COMMIT CRIMES?


I KNOW WHY! IT'S BECAUSE...BECAUSE THEY'RE JUST PLAIN ROTTEN!!
TSK-TSK! AND HERE I THOUGHT IT WAS THEIR PSYCHOSOCIAL MILIEU!
END

BACKYARD BUCCANEER

How to Become a Pirate

You can sail the rough seas, find treasure and create pirate hideouts even if you live thousands of miles from the ocean. Here are a few tips on how to outfit yourself and your crew.

PIRATE'S LAIR

OK, so pirate ships are in short supply. The next best thing is a secret hideout.

Buy a ball of strong cord or twine at the hardware store (it costs about a dollar). Find three trees that are pretty close together. Tie one end of the cord around the first trunk, then walk around the trees so that the cord makes a sort of fence. As you circle, space each round of cord a bit apart. When you have a wide enough wall of string around the trees, tie it off again. Put some light, leafy branches across the top of the fence. Crawl in under the string. Plot and scheme.

OUTLAW OUTFIT

No self-respecting pirate would be caught dead in some frilly frock. It's easy to make your own desperado duds. Just find an old pair of pants and a T-shirt, or buy some at a thrift store (they usually sell for less than two dollars). Cut the sleeves

off the T-shirt. Cut the pants off at the knee, then unravel the edges for that days-at-sea look.

For a swashbuckling belt, buy a strip of burlap at the nearest craft or fabric store. Fold the edges over and glue them down. With a magic marker, design a skull and crossbones, swords, ships or any bloodthirsty thing you want. Then strap it on.

An old pair of boots should do it for your feet, and top it all off with a red bandana tied to your head. You can add a black eye patch (made of cloth and string) for good measure.

TREASURE TROVE

Pirates scoured the seven seas for booty; you can scrounge some up in your own neighborhood. First, get a treasure chest. An empty cigar box or an old toy box is perfect.

Next, imagine the kind of bounty you'd find in a sunken ship: strange-looking empty bottles (like the ones that hold perfume), fake jewelry, old keys, colored seashells, fancy buttons. Ask permission before you take anything from around the house. Sometimes you can buy old war medals and other plunder for 50 cents or less at garage sales.

Hide your loot and mark its whereabouts with a secret map. Look rich and guilty.

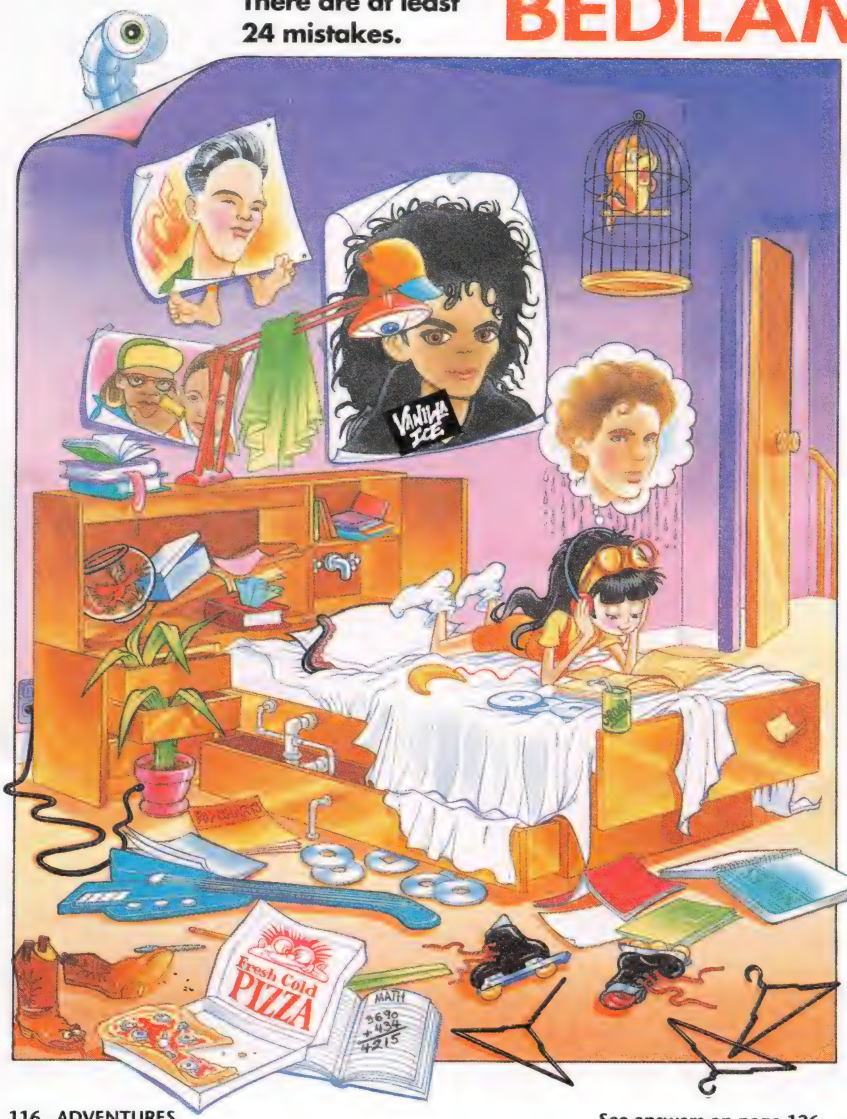
—John Cade

ILLUSTRATION: TERRY YEE

Pretending to be a pirate can be fun—but don't take make-believe too far. Stealing and hurting people can get you into trouble that even Blackbeard couldn't get out of.

BEDROOM BEDLAM

How many things can you find that are wrong—or at least strange—in Jenny's bedroom? There are at least 24 mistakes.



PUZZLE AND ILLUSTRATION: STEVE SMALLWOOD

See answers on page 126.

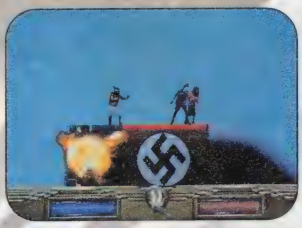
HOW'D YOU FEEL IF SOMEONE PLUCKED YOU OUT OF YOUR CHAIR, STRAPPED A ROCKET PACK ON YOUR BACK AND PLOPPED YOU IN THE MIDDLE OF A LITTLE MACHINE GUN FIRE AND FLYING NAZIS?

Throw in some brawling with storm troopers, dodging V-1 missiles and dogfighting amidst a squadron of enemy fighter planes, and you'll begin to get the feel of what it's like to be *The Rocketeer*.

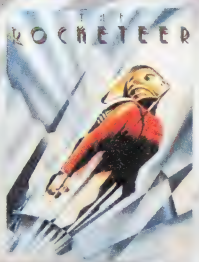
And even if you make it this far, you still have to rescue Jenny from a horde of Nazi captors, while keeping the rocket pack out of their hands.

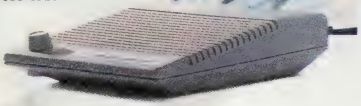
Add 256-color VGA digitized graphics of actors and actual movie sets, along with Disney's realistic speech, music and sound effects*, and the excitement gets even more intense.

Thrillseekers, hold on to your seats.



THE ROCKETEER from Disney SOFTWARE





To order: Visit your software retailer or call 1-800-688-1520.

Available for IBM and compatible computers. *Sound available through Disney Sound Source, Sound Blaster, P/S 1 and Tandy Audio Systems. Sound Source sold in Combo Paks and separately. Works with IBM and compatible computers only. The speech and sound technology in this product was produced under exclusive license to Walt Disney Computer Software, Inc. by Electronic Speech Systems of Hayward, CA. ©Disney

Dance Maze

Show Jennifer how to dance down to Steve by drawing a line through the fancy footwork.

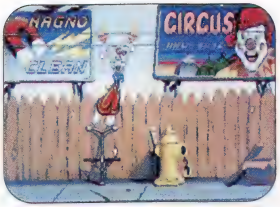
Start

Finish

PUZZLE: DOUG BYRNE ILLUSTRATION: JENNIFER L. NELSON

See answer on page 126.

After you've been clobbered by an ironing board, conked on the head by a rake, run over by a car, burned on a stove-top, flushed down a toilet and squeezed through a wringer, you'll find it's not easy being Roger Rabbit.



If you're lucky, you'll find Baby Herman before his mom returns, in *Hare Raising Havoc*, the first interactive cartoon.

If you fail, though, it's back to the science lab, Roger.

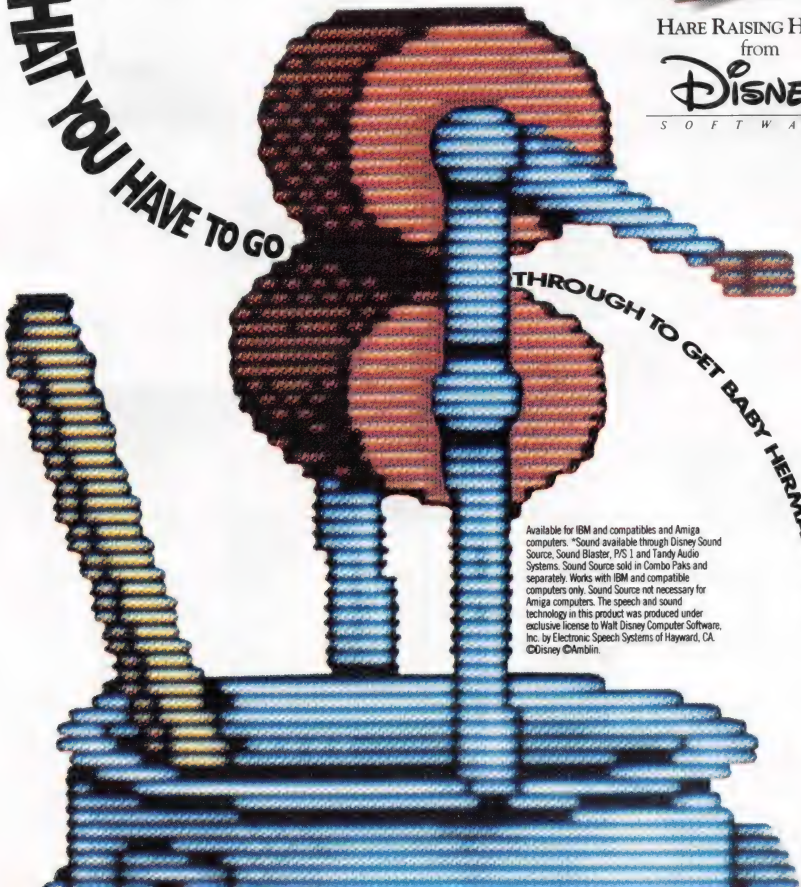
And it's all excruciatingly vivid, thanks to Disney's VGA animation and the incredible cartoon soundtrack, complete with character voices, music and sound effects*.

It's enough to make you a glutton for punishment.

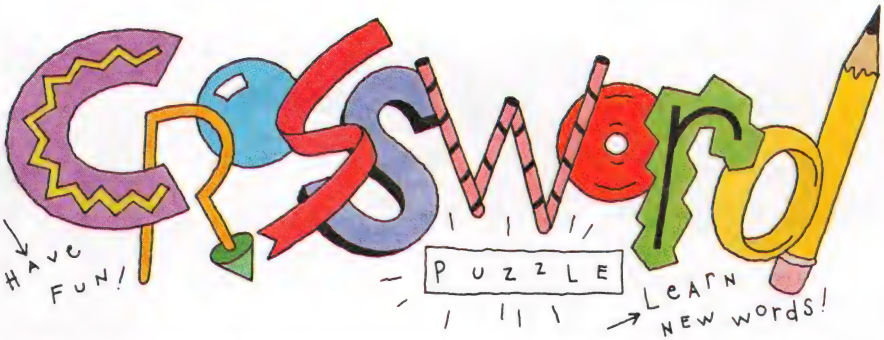
To order: Visit your software retailer, or call 1-800-688-1520.

HARE RAISING HAVOC
from
Disney
SOFTWARE

OH, WHAT YOU HAVE TO GO THROUGH TO GET BABY HERMAN BACK.



Available for IBM and compatibles and Amiga computers. *Sound available through Disney Sound Source, Sound Blaster, P/S 1 and Tandy Audio Systems. Sound Source sold in Combo Paks and separately. Works with IBM and compatible computers only. Sound Source not necessary for Amiga computers. The speech and sound technology in this product was produced under exclusive license to Walt Disney Computer Software, Inc. by Electronic Speech Systems of Hayward, CA. ©Disney ©Amblin.



1	2	3	■	4	5	6	7	■	8	9	10	11
12			■	13				■	14			
15			■	16				■	17			
18			19		■	20		21		■	■	■
■	■	■	22		23	■	■	24		25	26	27
28	29	30		■	31	32	33		■	34		
35				■	36			■	37			
38			■	39				■	40			
41			42		■	■	43	44		■	■	■
■	■	■	45		46	47	■	48		49	50	51
52	53	54		■	55		56		■	57		
58				■	59				■	60		
61				■	62				■	63		

PUZZLE: ANDREA CARLA MICHEALS ILLUSTRATION: STEVEN STEWART

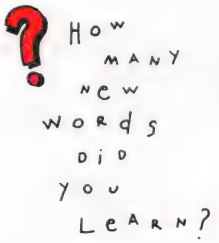
→ANSWERS ON PAGE 126.

ACROSS

1. Yank
4. Eats with a spoon
8. Trade baseball cards
12. "__ __ __ Clear Day" (2 words)
13. Real; genuine
14. Payment for work
15. "__ __ __ the season to be jolly"
16. "__ __ __ __ upon a time . . ."
17. Press clothes
18. Alternative
20. Cupid
22. Lion's hangout
24. A swirl
28. Joined in a choir
31. Stove
34. Cause of a certain princess's insomnia
35. "Four-and-twenty blackbirds baked in __ __ __ __" (2 words)
36. Bronzed by the sun
37. Plant beginning
38. Boys, later on
39. Posted
40. "My one and __ __ __ __"
41. Praise to the highest
43. Pig's hangout
45. —dynamic or —nautical (prefix)
48. Snows in big chunks
52. Glass containers
55. Other name for Ireland
57. Horse munchie
58. Globe balancer
59. Cry of despair
60. United States of America (abbreviation)
61. Brief office note, for short
62. Type of tick disease
63. Timid

DOWN

1. *Wizard of Oz* pooch
2. Measuring segment
3. Ugly knife wound
4. Shop
5. Grecian jug
6. Dark red color
7. Future predictor
8. Swing and swirl
9. World __ __ __ II
10. Long time past
11. Ballpoint
19. Rim
21. Possess
23. Brief letter
25. Not closed
26. Fishing rod's partner
27. Gentlewoman
28. Exact; identical
29. Summit
30. *The __ __ __ __, The Pinta, The Santa Maria*
32. Moving truck
33. Finishes
37. Oil-rich bean
39. Feminine sainte (abbreviation)
42. Lariat
44. Not those
46. Genuine; not fake
47. Greasy
49. Promissory notes
50. Eye protector
51. Remain
52. Traffic tie-up
53. Hatchet
54. Edge of a cup
56. Ewe's mate



CROWING KETTLES

Once years ago, a traveling preacher stopped for the night at a country inn. Not long after the preacher had fallen asleep, other folks came to the inn to gamble and drink. Before long, some money was missing, and they all were arguing at the top of their lungs. When the preacher heard the ruckus, he got up to see what the trouble was.

He told them if they'd just quiet down and give him a little help, he'd be able to solve everything.

He had them get a rooster and big old kettle from the fireplace. After he had covered the rooster with the kettle and covered the fireplace as well, he blew out all the candles and lamps.

"Covered roosters always catch a thief," said the preacher. "I want everyone to come up and touch this kettle. When the thief puts a finger on it, the rooster will crow and I'll grab him right then and there."

Everyone there shuffled up through the dark to touch the kettle, but the rooster never crowed.

"Sorry," said the preacher. "Must be a sickly rooster. Light the lamps and candles, and stir up the fire."

By the time people could see in the room again, the preacher knew who had taken the money. How?

ILLUSTRATION: ANN THORSTENSSON MASON

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See answers on page 126.

What Flavor Is This Ice Cream Sundae?

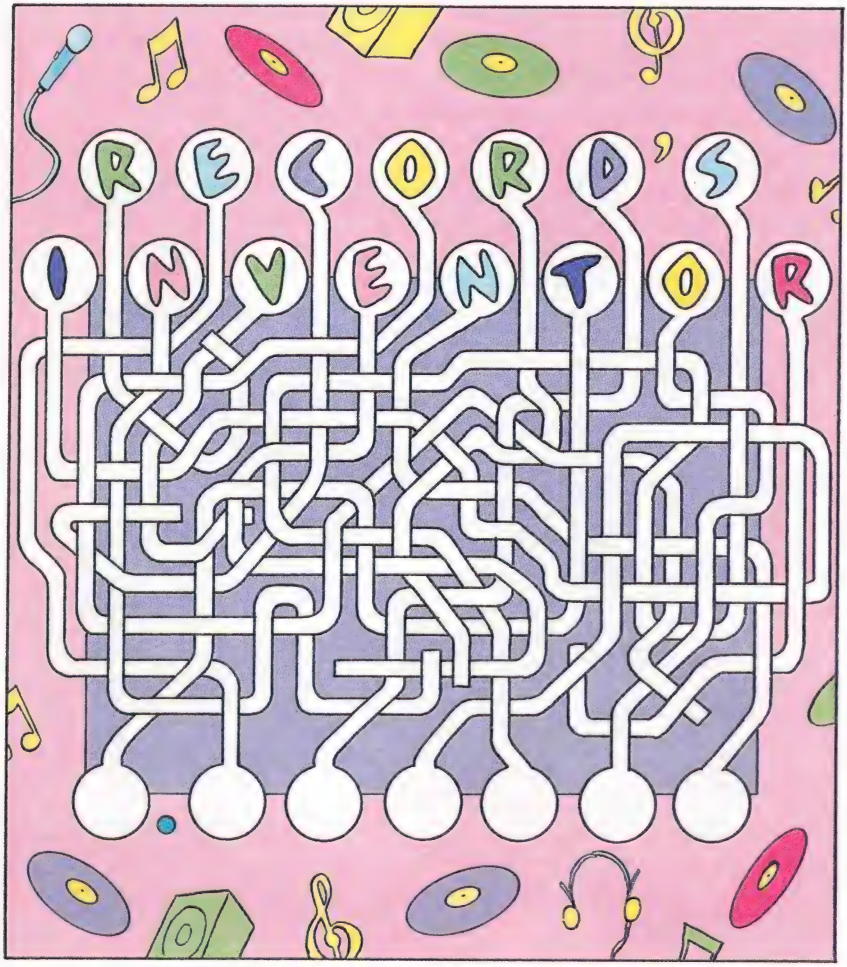
Would you believe you can find out the flavor of the ice cream sundae just by solving this puzzle? Every object pictured here is the wrong color, starting with the blue ice cream. It's like a chain: The blue on the ice cream belongs on the mailbox; the silver on the mailbox belongs on something else; and so on. Follow the chain from object to object, and when you're done, you'll know the color—and the flavor—of the ice cream sundae.

PUZZLE AND ILLUSTRATION: ROBERT LEIGHTON

See answer on page 125.

THE SCRAMBLER!

Who invented the record? To find out, follow the winding paths from each letter in "Record's Inventor." Some letters lead to dead ends, but others reach the answer circles below. Write those letters in the proper circles to reveal the inventor's name. (Hint: The paths go over and under each other, so don't stop when paths cross.)



PUZZLE AND ILLUSTRATION: ROBERT LEIGHTON

See answer on page 126.

EYE poppers

What would the world look like if you were a mouse? These photos give you an idea. Can you guess what each one really is?

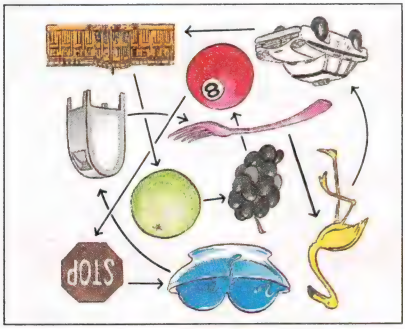
1. _____
2. _____
3. _____
4. _____
5. _____

PHOTOS: HAROLD SWEET

ANSWERS

1. Eyeglass
2. Ballpoint pen refill
3. Combination lock
4. Push pin
5. Glue bottle

EYE POPPERS



The sundae is chocolate (brown).

ICE CREAM SUNDAE

THE SCRAMBLER

THE ANSWER: T. Edison

CROSSWORD

1 T	2 U	3 G		4 S	5 U	6 P	7 S		8 S	9 W	10 A	11 P
12 O	N	A		13 T	R	U	E		14 W	A	G	E
15 T	I	S		16 O	N	C	E		17 I	R	O	N
18 O	T	H	19 E	R		20 E	R	21 O	S			
			22 D	E	23 N			24 W	H	25 O	26 R	27 L
28 S	29 A	30 N	G		31 O	32 V	33 E	N		34 P	E	A
35 A	P	I	E		36 T	A	N		37 S	E	E	D
38 M	E	N		39 S	E	N	D		40 O	N	L	Y
41 E	X	A	42 M	T		43 S	44 T	Y				
			45 A	E	46 R	O	47	48 H	A	49 I	50 L	51 S
52 J	A	53 R	S		54 E	I	55 R	E		56 O	A	T
57 A	X	I	S		58 A	L	A	S		59 U	S	A
60 M	E	M	O		61 L	Y	M	E		62 S	H	Y

DANCE MAZE

CROWING KETTLES RIDDLE

HOW IT WAS DONE: Worried that the rooster might really crow, the thief had not touched the old kettle. His hands were the only ones without any soot from its bottom.

BEDROOM BEDLAM!

1. Feet are sticking out from under the poster.
2. There's an eyeball in the light fixture.
3. The Michael Jackson poster has Vanilla Ice's signature.
4. The birdcage is floating in the air.
5. There's a fish in the birdcage.
6. There are no hinges on the door.
7. The thought cloud is raining on Jenny.
8. A tongue is hanging out of a book on the shelf.
9. There's a bird in the fishbowl.
10. A plant is growing through the drawers.
11. There are tissues coming out of one of the books.
12. There's plumbing on the bed.
13. There's an octopus tentacle under the pillow.
14. There's a water faucet in the headboard.
15. Jenny's headphones are hooked to a banana.
16. The plant pot is plugged into an electrical outlet.
17. One of the CDs is square.
18. The tip of one boot is a live snake with an open mouth.
19. The pizza is topped with nuts and bolts.
20. The pizza box label is on the inside of the box.
21. The math problem has a wrong answer (it should be 4124).
22. The coat hanger has no hook.
23. One of the in-line skates is missing its middle wheel.
24. The front cover of the notebook is on the back.

ANSWERS

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Hear the SOUNDS of PANIC in the STREETS!

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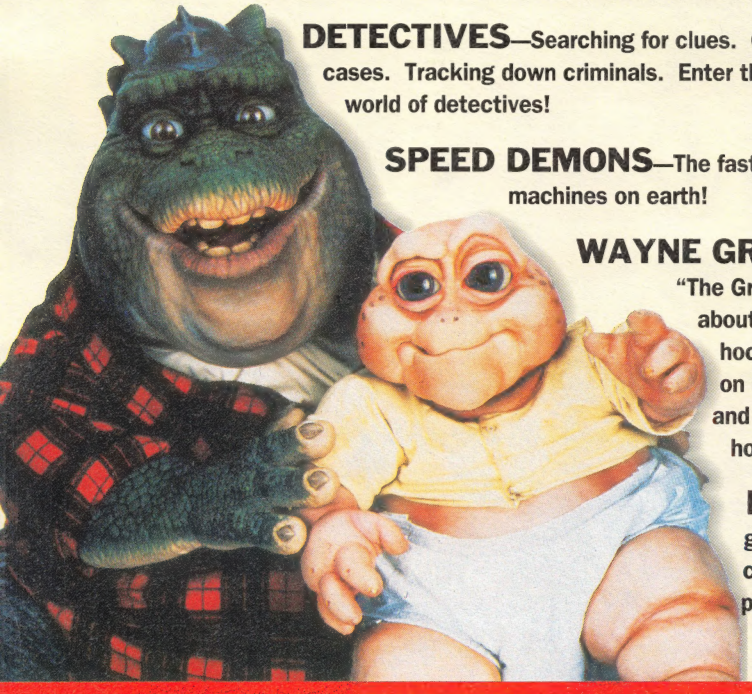

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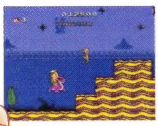
Master the Islands!



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